THRESHOLD OF EVIL — The hardest part is just staying alive
MONSTERQUEST — Evil marauders have feelings, too
THE ARTISAN'S TOMB — Sometimes even the dead need help

Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

MARCH/APRIL 1988 ISSUE #10
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NO QUARTER

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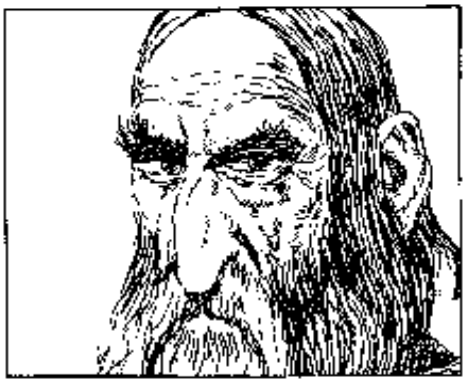
Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

MARCH/APRIL 1988 ISSUE #10

COVER: The Arch-Mage Azurax welcomes you to his fortress in Daniel Horne's cover painting for "Threshold of Evil." If the wizard really wants to live forever, shouldn't he give up smoking?



Orphans

Pity the poor gamer who wrote me recently. He owns a Beta video recorder, an 8-track tape player, an obsolete computer system, and a complete set of D&D® game manuals. "Why do I always make the wrong decisions?" he complained. "And what are *you* going to do about putting more D&D modules into DUNGEON™ magazine?"

To be honest, *I'm* not going to do anything about it. I can't, because I just don't have any good D&D modules to publish. We've got lots of AD&D® game adventures for all levels but only occasionally receive a D&D module. When we do receive one, I have to look at it with the same critical eye I use on every other submission. I'd be letting you down if I published a substandard module just because it was for the D&D game.

Besides, I don't really believe the D&D game is an "orphan." In 1987, TSR increased production of source material on the D&D game's Known World, turning out four highly descriptive Gazetteers as well as 10 new modules and two game accessories. In 1988, six more Gazetteers are scheduled for release.

I can't tell the poor guy with the Beta VCR to go out and make his own movies, or the obsolete computer owner (myself included) to program his own games, but if there are enough D&D game players out there to support a product line and write letters wanting more, won't some of you please send me your adventures? The first step is to send a self-addressed, stamped envelope to: Guidelines, DUNGEON Adventures, P.O. Box 110, Lake Geneva WI 53147. We'll immediately send you our module guidelines so that you can submit your adventure proposal.

Don't let me down. And if anyone would like to buy an orphan computer, cheap, just let me know.

Barbara G. Young

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PUBLISHER: Mike Cook
EDITOR: Barbara G. Young
ASSOCIATE EDITOR: Roger E. Moore
ART DIRECTOR: Roger Raupp

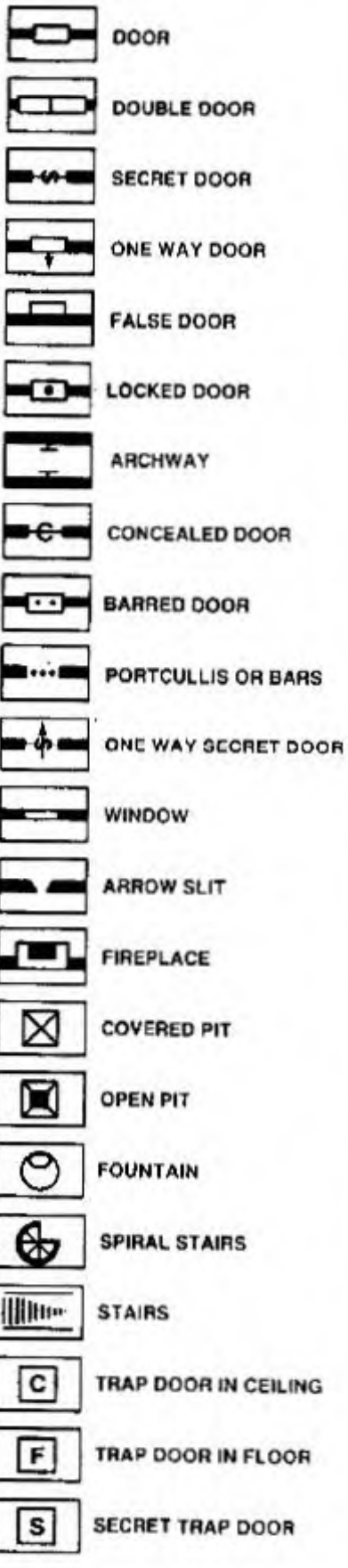
EDITORIAL ASSISTANTS: Robin Jenkins, Eileen Lucas, Patrick Lucien Price
PRODUCTION ASSISTANTS: Marilyn Favaro, Lori Svikel
SUBSCRIPTIONS: Pat Schulz

"Notwithstanding the beauty of this country of Faerie, in which we are, there is much that is wrong in it. If there are great splendors, there are corresponding horrors; heights and depths; beautiful women and awful fiends; noble men and weaklings. All a man has to do, is to better what he can."

A nameless knight
Phantastes, George MacDonald

MAP SYMBOLS

These symbols are used on most maps in DUNGEON™ Adventures.



LETTERS

Solo No!

In issue #9, there was a solo module. I personally don't like these types of modules. The reason I subscribed was for modules based on the AD&D, D&D, and Oriental Adventures games, not solo adventures. I wouldn't mind an occasional solo adventure, just as long as there isn't one in every issue. One or two a year would be acceptable.

Matthew Shane Denzler
Elgin, Illinois

Solo Yes

The solo adventure is a good idea, but would be better if it was more easily used with one of my own characters. The artwork is fantastic, and the maps are well made. I especially like the diagram of the waterfall in area 32 of "The Crypt of Istaris."

Frank Smith, Jr.
Glen Riddle, Pennsylvania

Another Solo Vote

I have been receiving your magazine for a couple of months now and must say that I am quite impressed! The contents are very good for almost any type of short (or possibly prolonged) adventure. I've come to see one common theme in your letters column: some people like to complain about what certain modules don't have or could have. So I'd like to say this to them: You've got an imagination — why don't you think up some way to rectify a situation you don't like?

As for solo adventures like the one in #9, I like the concept! Bring on more of them!

Doug Trieber
Medicine Hat, Alberta

Quasit Query

A word of praise for "The Plight of Cirria," which appeared in issue #9. It is exemplary of the uniformly high-grade material the Bouchers have contributed to the pages of your magazine. However, I did find what I feel to be a mistake in the description of Ezoran the Mage. His hit points are listed with those of his quasit familiar added in. Nothing in the *find familiar* spell indicates that magic-users gain the hit points of special familiars. It also defies common sense; 1st-level magic-users could run around with as many as 30 hit points, and even the most powerful archmage would be crippled or killed by the double hit point loss.

Tim Villademoros
Jacksonville, Florida

We admit the text on page 66 of the Players Handbook *is not crystal clear, but TSR's AD&D experts say that a special familiar is no different from a normal familiar in this respect. The magic-user receives the hit points of his familiar in addition to his own when within 12", and suffers a loss of double the familiar's hit points if the familiar is killed. So, having a familiar has both its benefits and problems.*

(continued on page 22)

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THE SHRINE OF ILSIDAHUR

BY JOHN NEPHEW

Not everyone forgets a forgotten god.

Artwork by Valerie Valusek
Cartography by Diesel

John is a freshman at Carleton College in Northfield, Minnesota. His interests outside school, besides writing and role-playing games, include drama, Russian studies, listening to the Cure, reading Franz Kafka, and (most recently) attempting to teach himself guitar. This is his fifth publication in DUNGEON™ Adventures.

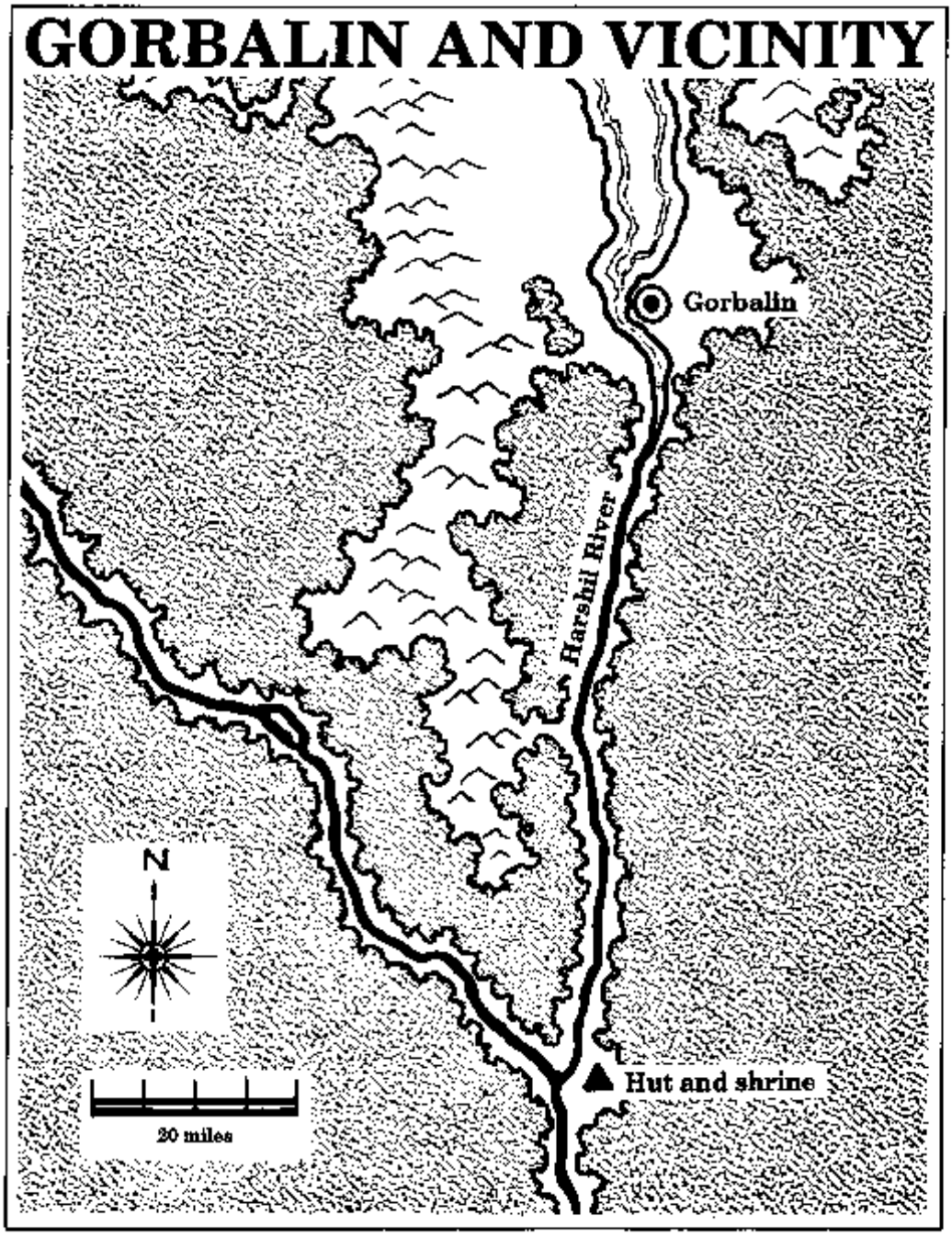
"The Shrine of Ilsidahur" is an AD&D® game adventure for 4-6 characters of 3rd-6th level. Because of its size and structure, it is easy to prepare and ideal for one-shot gaming sessions. It can also be used as a side adventure in an ongoing campaign. If desired, this adventure can easily be adapted to the WORLD OF GREYHAWK® fantasy setting by placing it in the Amedio Jungle or Hepmonaland.

Adventure Background

The free town of Gorbalin is an important post on the edge of the vast tracts of wilderness jungle and rain forest that lie to the south. It is the border of known civilization; beyond lie lands known only to the savages, beasts, and monstrosities of the wild. You arrived only recently, looking for adventure, yet are already astounded by the number of rumors that circulate daily in Gorbalin. Tales of the treasures and the dangers to be found in the jungles up the Harshil River abound. New rumors are brought in daily by trappers, hunters, traders, and adventurers who travel the dense tropical woodlands.

The most recent rumor — and one upon which you may well take action — concerns a ruined shrine. It is said that the shrine is somewhere in the jungle east of the point where the Harshil divides in its journey to the sea, a location upriver from Gorbalin. Supposedly, these ruins were once the seat of a powerful evil that was worshiped by the natives, and even now a native carefully cares for the edifice. Particularly interesting are the tales of a bronze idol with eyes that are flaming orange jacinths of great value — and the possibility of other treasures.

But why, you ask yourselves, have such marvels not yet been taken? According to rumor, past attempts to



steal the gems have failed, and those who sought the shrine never returned. Perhaps *you* can find the shrine and survive to boast of it. It is necessary to act quickly, however. It is only a matter of time before others seek the jewels for themselves.

For the Dungeon Master

The shrine to which the adventurers journey is one of several dedicated to Ilsidahur, a demon lord. He has been known to meddle in human affairs, particularly in this region. After centuries of neglect, the shrine in this adventure is the only one that remains more than a collection of stones.

Ilsidahur was banished from this plane 180 years ago by the warrior-hero Alkumo and the magician Tselibor. They also slew Ilsidahur's summoner, the wicked wizard-priest Daharsta. Now, the demon lord may return to the Prime Material Plane only through a complex summoning ritual, the secrets of which are hidden in a book known as the *Tome of Daharsta*. It is thought that multiple copies of this volume exist, but the whereabouts of none of them are known.

Characters embarking upon this adventure are not of sufficient power to summon Ilsidahur. Even if they could, an accidental summoning would be disruptive to the adventure. However, Ilsidahur's statistics are provided at the end of the adventure, for reference and possible use in a campaign setting.

Starting the Adventure

Before embarking on this adventure, it is likely that the characters will wish to augment their supplies of equipment and provisions. Because of Gorbalin's location on the edge of the wilderness, just about anything that an adventurer might need can be found in the town's well-stocked establishments. But because of the distance from more settled lands, prices are inflated, with costs 50% greater than normal the general rule.

In preparing for the journey, one essential need is transportation. The PCs must journey south along the Harshil River and will most likely want to procure water transportation — canoes or a barge. These can be purchased at the standard 50% markup.

If the rumors are to be believed, the adventurers need only travel upriver until they come to the fork, then strike out eastward into the forest. Fortunately, the rumors are true, and the PCs will stumble across the home of a native if they bear east from the river (see "Gambinnott's Hut").

The DM may want to spice up the journey with the random encounter tables on the following page, provided for river and rain forest. Roll 1d10 six times each day (as per forest encounters in the *Dungeon Masters Guide,* page 47). A roll of 1 indicates an encounter. The DM should feel free to modify or expand the tables if so desired, and the number of creatures encountered is left to the DM's discretion.

Random Wilderness Encounters

2d10	River encounter	Rain forest encounter
2	Algoid	Tabaxi
3	Eblis	Hangman tree
4	Gar, giant	Carnivorous ape
5	Crystal ooze	Tick, giant
6	Dragonfish	Basidirond
7	Snapping turtle, giant	Basilisk
8	Hippopotamus	Rhinoceros beetle, giant
9	Crocodile	Human traveler (see below)
10	Human traveler (see below)	Centipede, giant
11	Throat leech	Wild dog
12	Water spider, giant	Flightless bird
13	Water beetle, giant	Asian elephant
14	Leech, giant	Gorilla bear
15	Frog, giant	Leopard
16	Lizard man	Boalisk
17	Carp dragon	Retch plant
18	Muckdweller	Tribesmen
19	Harpy	Forlarren
20	Water weird	Ustilagor

Human Travelers. Roll 1d6 to determine the sort of humans that are encountered: 1-2, hunters; 3-4, traders; 5-6, adventurers. A total of 1-4 NPCs are encountered.

Hunters (AC 8 (7 with shield); MV 12"; F1-3; hp variable; #AT 1; Dmg by weapon type; AL variable; bone and wood armor, spear, dagger or machete (short sword)) are seen in the rain forest, seeking ivory, valuable plumes, hides, or trophies.

Traders travel the rain forest, exchanging goods from civilization for the natives' treasures: precious metals, rare herbs, ivory and wooden carvings, and jewels. Traders are 1st- to 3rd-level fighters, lightly armed but attended (60% of the time) by 1-6 natives (F1; statistics as hunters; no shield, machete only) acting as porters or guards. The DM should detail the statistics of any party of NPC traders encountered.

Adventurers must be created by the DM. They are characters of the same nature as the PC party. They are returning from exploring far up the Harshil River, where they have survived unbelievable trials. They plan to return to Gorbalin and make use of the treasure they have gathered. If the DM wishes to design further adventures in the region, the NPC adventurers may tell the party where danger and rewards can be found.

Any group of humans have, in assorted forms, 10-200 (1d20 x 10) gp worth of valuables per member.

Gambinnott's Hut

The shrine of Ilsidahur has stood in the jungle for centuries but remains relatively intact. This is mainly because of the (justifiable) superstition of the natives. Even after their celebrated heroes Alkumo and Tselibor drove Ilsidahur from this plane, the demon was feared and somewhat revered by the natives. Their culture has declined since the age of that great pair of heroes, but the legends and superstitions persist. One of these long-held traditions is that the shrine is taboo.

The duty of keeping the outside of the shrine in good order has been traditionally given to one person, who cares for the shrine until his or her death. It is a voluntary burden, usually taken by one who hopes to receive the favor of the demon lord; hence, most guardians have been of chaotic-evil alignment.

The present caretaker of the shrine is named Gambinnott. He is a middle-aged warrior who has held this duty for more than two decades and is proud of his position "above" the rest of the natives. Gambinnott lives alone, about a half-mile west of the shrine, not far from the Harshil River. It is certain that adventurers traveling to the shrine will pass by his hut on the way. If asked about the ruins, Gambinnott tells where they are but advises that he has never known anyone to return alive, though many have tried. Gambinnott believes that the PCs will die like all the others before them, and considers them a sacrifice to Ilsidahur. He has never been farther into the shrine that the tripwire in the entryway (area 1), which he repairs and resets, and will never willingly go farther. If *charmed*, he refuses instructions to enter the shrine; if so commanded, he is granted an additional saving throw at +4 against the *charm*.

Gambinnott is a local warrior (AC 6; MV 12"; F4; hp 22; #AT 1; Dmg by weapon type; S 17, I 12, W 10, D 15, C 14, Ch 9, Cm 9; AL CE). He wears bone and lacquered wood armor and carries a large shield, a spear, a bone knife, and either a sling (with 4-40 stones) or a short bow (with 2-16 arrows). The pouch he keeps at his side contains such mementos as two tiger teeth; a gold piece; a few small and brightly colored tropical bird plumes; and a large, uncut chunk of obsidian (worth 6 gp).

In his hut, he has three spare spears and 34 arrows. He also has an ivory tusk (worth 150 gp) and a pile of 2-8 hides, which he plans to sell to traders. If he mistakes the adventurers for traders (50% chance), he invites them to his hut and offers the hides in exchange for whatever miscellaneous things the party might have, such as candles, weapons, lanterns, and so forth. The hides can each command as much as 3 gp on the market in Gorbalin. Gambinnott will try his hardest to get more than the hides' real value from the party.

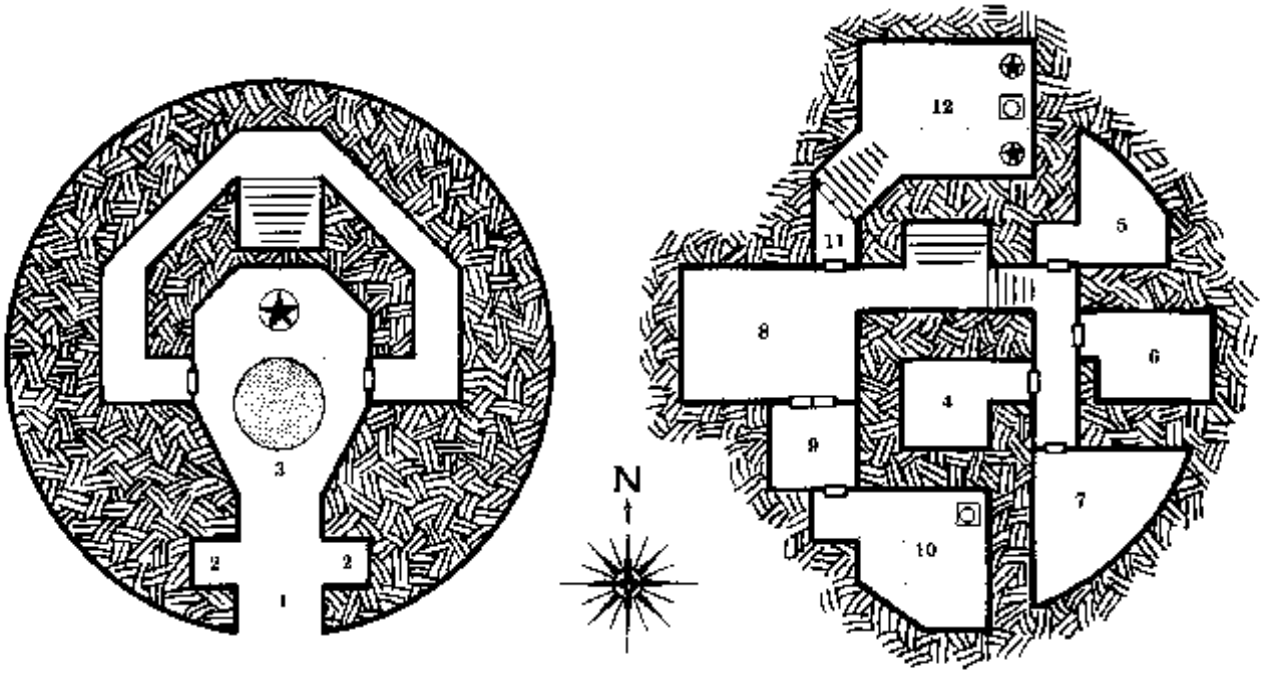
Gambinnott acts in a polite and friendly manner but is in fact rather malicious and will take advantage of the party in any way he can. The shrine is very important to him; if he finds out that the party has raided it successfully, he is likely to try to hunt down the PCs as they retreat from the area. He may even try to kill them if they return for future adventures in this region.

The Shrine

Thanks to generations of native caretakers, the shrine of Ilsidahur is in very good condition. A clearing in the jungle has been maintained around it. The shrine itself is a circular stone building, 60' in diameter, with a hemispherical roof. Vines and creepers crawl around its sides and roof, but they are neatly trimmed.

THE SHRINE OF ILSIDAHUR

1 square = 5'



Upper Level

Lower Level

The doorway is rectangular, constructed from three stone blocks. The supporting blocks on either side are each decorated with a bas-relief sculpture of Ilsidahur, beckoning to passersby to enter.

Upper Level

1. Entryway. There is a very thin bronze tripwire stretched across the passage, 3' into the shrine and 1' above the floor. If pressure is applied to it, two darts fly out from the walls to each side of the wire at the wire's height. The darts used to be poisoned, but the toxin dissipated long ago and Gambinnott has no more of this substance. The darts have a chance to hit as if they were thrown by a 3rd-level fighter and do 1-3 hp damage each if they strike.

Gambinnott checks this portion of the shrine weekly, resets the trap if it has been set off, and removes (and loots) any corpses. He reuses any salvageable darts and knows how to fashion new ones using native plant thorns. Very superstitious and fearful of his patron demon, Gambinnott never enters Ilsidahur's ancient shrine any farther than he can reach beyond the tripwire.

2. Alcoves. In each alcove is the skeleton of a carnivorous ape (AC 7; MV 12"; HD 5; hp 23 each; #AT 3; Dmg 1-4/1-4/1-6; SD half damage from sharp or edged weapons, reacts to spells as regular skeleton, turns as ghast, regeneration; AL N). The two skeletons animate and attack intruders if the gemstone eyes of the idol in room 3 are touched. After repulsing intruders, they return to their alcove posts and become dormant, regenerating lost hit points at the rate of one per day thanks to the spell that animated them. Close observers may notice dried blood on the claws and teeth of the dormant undead.

3. Shrine. This is the primary room of the structure. Dominating the chamber is a large bronze statue of Ilsidahur, in front of which is an open (but illusion-covered) pit. It is a 20' drop to encounter area 4 on the lower level. Characters suffer falling damage plus an additional 1-2 hp damage for landing on the objects below. The pit has a permanent *programmed illusion:* Anything that falls in seems to suddenly disappear, as if teleported away. The pit itself is masked by the illusion, which can be dispelled in the usual ways.

The idol is 8' tall and of strange but very detailed and artistic craftsmanship. The irises of its eyes are two small jacinths (1,200 gp value each). If the gems are touched, the carnivorous ape skeletons in the alcoves (area 2) immediately animate and attack intruders.

Lying directly in front of the statue is the decaying body of a human. Huge, rending claw wounds on the body are evidence of a brutal death; he was killed only a week or so ago by the skeletons. The man appears to have been a thief, with fair skin and blond hair. His right hand loosely holds the dagger (in good condition) that he was using to pry out the gems, but the leather armor on his body is ruined. The only items of value are in the small leather pouch at his side: a small glass vial with a dram of perfume (worth 6 gp), 12 sp, 6 gp, 2 pp, and a large moonstone worth 70 gp.

This chamber was once the center of activity in the shrine. Worshipers came here for services in honor of the demon. Sacrifices of animals were made weekly, and human sacrifices on holy days. The

offerings were slain at the foot of the idol, and the corpses were thrown into the pit to disappear from sight. The priests claimed that Ilsidahur carried the sacrifices away to the Abyss. Since the discontinuation of services, the pit has also served to guard the jacinths and fuel superstitions about the shrine.

Lower Level

4. Pit. This is the receptacle for anything cast into the pit. At its bottom lie many skeletons of hapless humans and beasts. Among the bones is the following treasure: 14 pp, 29 gp, 12 ep, 57 sp, 91 bp, a small topaz (100 gp value), a pouch of tobacco, a clay pipe inlaid with seven small (5 gp value each) moss agates (worth 36 gp as a whole), and a *scimitar +1*. The scimitar can be found after the briefest inspection, but the other items aren't quite so easily located. If the bones are searched, there is a 1 in 6 chance for each treasure (pouch of coins, pipe, etc.) to be discovered. Check each round the bones are searched.

5. Storage Chamber. The door is locked. This room held stores of food and drink for the shrine's occupants. Its contents decayed long ago, leaving unidentifiable, rotting mounds. A thick blanket of dust covers everything.

6. Prison. The first thing to be noticed about this room is that the thick wooden door is torn apart and off its hinges. The room was once used for holding human, demi-human, and humanoid captives before they were sacrificed to Ilsidahur. The captives were most often criminals or prisoners of war. The room is currently haunted by a **wight** (AC 5; MV 12"; HD 4+3; hp 24; #AT 1; Dmg 1-4; SA energy drain; SD silver or magic weapons to hit; AL LE). This undead was once a particularly evil prisoner who was never sacrificed and was "reborn" after his death. The other prisoners met an evil fate at this one's hands. The wight has clawed apart the door of its cell. It frequently wanders the lower level of the shrine and has devoured several adventurers who made it this far before their luck ran out.

7. Pen. As room 6 held human captives, this room held animals that were to be sacrificed. The room is now filled with bones. One of the animals was actually a yellow musk zombie, the long-dead victim of a **yellow musk creeper** (AC 7; MV immobile; HD 3; hp 20; #AT 6; Dmg special; AL N; for more information, see the FIEND FOLIO® Tome, page 97). The creeper snacks on random adventurers, and over the years it has grown to cover large areas of the walls and ceiling. It bears six flowers and two buds. There is no treasure here.

8. Dormitory. This room was the quarters of the shrine's lesser clerics. It is now entirely empty. When the party passes through, however, a **khargra** is "swimming" through the rock below (AC −3; MV 3" (15"); HD 6; hp 25; #AT 1; Dmg 3-18; SA surprise on 1-7 (on 1d8); AL N; for more information, see the FIEND FOLIO® Tome, page 56). If the khargra senses a large quantity of refined metal (such as a suit of armor), it leaps up to 10' out of the floor and attacks. If killed and cut open, 435 gp in gold nuggets can be found in its belly.

9. Audience Chamber. This is the room where Ilsidahur's high priest held audiences with his servant clerics and laymen. Other than a wooden throne against the south wall, the room is devoid of furnishings. Those who would speak with the high priest had to show proper respect by prostrating themselves on the floor before him for the duration of the audience. The actual throne rotted away long ago, leaving only the gemstones (two jets worth 90 gp each and a black opal worth 500 gp) that were set in it. These jewels are set in the false throne that now stands here — actually a **protein polymorph** (AC 2; MV 9"; HD 7; hp 31; #AT 1; Dmg 6-36; SA shape alteration; AL CN).

10. High Priest's Private Quarters. This was the personal chamber of Ilsidahur's high priest. Its once-luxurious furnishings have mostly decayed. A bronze censer is set on a tripod in the southeast corner of the room. Two sticks of normal incense, one of *incense of meditation*, and one of *incense of obsession* are in the censer. Moldering remains by the east wall give evidence of once being a wicker basket holding religious writings, but everything crumbles when touched.

On the southwest wall, above where the bed used to be, a fading fresco pictures a religious service in the main shrine. In the fresco, a figure wearing elaborate clerical vestments raises a golden knife with a silver-colored handle over the prostrate sacrifice upon the altar.

A short pedestal stands in the room's northeast corner. Upon it is an ornate bronze box decorated with gold wire and silver inlays and set with 18 obsidian stones (half of them cabochon-cut and the other half faceted; they are each 25 gp gems). The box is worth 500 gp as a whole piece. It is locked with a complicated iron lock (iron was a precious metal when this box was made) that is heavily corroded. As a result, thieves' attempts to pick the lock are at −15% to succeed.

Inside the box is a platinum-handled gold knife. Characters might notice that it looks much like the one wielded by the high priest in the fresco on the opposite wall. This is a *knife +3*; it is also intelligent and far from benign in nature. It is of chaotic-evil alignment, has an intelligence of 13, an ego of 11, and the powers of communicating by empathy, *detecting good* in a 1" radius, and *teleporting* its user once per day.

The knife has the special purpose of slaying sacrifices to Ilsidahur, and in fulfilling this duty it can *paralyze* its victims unless they make successful saving throws. Its special purpose functions once per week, when the knife must slay a creature as an offering to Ilsidahur. Because of the amount of time it has lain here, the knife is extremely eager to fulfill its special purpose. If the bearer resists its empathic command to find a sacrifice, a *personality conflict* (see *DMG*, page 167) results. If the knife gains control, it forces its bearer to attack and slay the next creature encountered. (Sacrificing any being to Ilsidahur, even while under the control of the knife, is most certainly an evil act, and character alignment may be affected.)

11. Guardian of the Door. Lurking in a ceiling crevice above this short passage is a **gargoyle** (AC 5; MV 9"/15"; HD 4+4; hp 26; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; AL CE) that attempts to surprise and slay intruders. The gargoyle was long ago enchanted to require no food and is particularly stupid.

The double doors at the end of the passage are of strong teakwood and are each inlaid with a sigil of gold (25 gp value each if removed). The magical

sigils imprison the minor demon in the room beyond.

12. Summoning Room. This was the most sacred and important room of the shrine. In this room, the high priest summoned Ilsidahur for help or counsel. Utmost caution had to be exercised, however. If anything displeased Ilsidahur (and it could be something as trivial as the length of the high priest's fingernails), there was nothing to prevent the demon from slaying his summoner and laying waste to the region. Understandably, Ilsidahur was very rarely summoned, but the chamber was kept in immaculate condition out of fear and respect.

The center of attention in the room is a 5'-cube pedestal of granite, 3' from the east wall. This is where Ilsidahur would appear when summoned. The pedestal is flanked on either side by granite statues of Type IV demons.

The guardian of the room and its treasure is hiding behind the pedestal, having heard the party's scuffle with the gargoyle outside the door. The **bar-lgura** (AC −3; MV 9"@15"; HD 6+6; hp 35; #AT 3; Dmg 1-6/1-6/2-12; SA springing and climbing, *change coloration, darkness 10' radius, create water, cause fear* by touch, *detect illusion, detect invisible, dispel magic, entangle, plant growth, telekinesis* 2,500 gp weight, *teleport without error, change self, invisibility, spectral force;* AL CE) will fight the party to the death to the best of its abilities. It cannot *gate* in others of its kind because of enchantments on this chamber which prevent any except Ilsidahur from being magically transported here (by *blink, gate, teleport,* or such). Similarly, spells of the conjuration/summoning variety will not operate in this room.

The treasure of the bar-lgura is in a secret compartment in the back of the granite pedestal beneath the northernmost statue. In the compartment are five gems of 250 gp value each, a *ring of the ram* (with nine charges) and a potion of *extra healing.*

ILSIDAHUR (Demon Lord)

FREQUENCY: *Unique*
NO. APPEARING: *1*
ARMOR CLASS: *−3*
MOVE: *12"/15"*
HIT POINTS: *131*
% IN LAIR: *55%*
TREASURE TYPE: *O, P, R, X*
NO. OF ATTACKS: *5*
DAMAGE/ATTACK: *2-8/2-8/1-10/1-4/1-6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+1 or better weapon to hit; see below*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Chaotic evil*
SIZE: *L (8' tall)*
PSIONIC ABILITY: *Nil*

Ilsidahur is a demon lord notable mostly for his meddling on the Prime Material plane in ages past. His principal servants are bar-lgura, and his special lieutenants are Type IV demons. Ilsidahur cannot be called to this Prime Material plane by the utterance of his name, because of enchantments worked by the magician Tselibor. This restriction does not apply to alternate worlds, however, where he continues to spread chaos among mankind.

This demon has the following powers, usable once per round at will, at the 16th level of use unless noted otherwise: *animate dead monsters* (ape skeletons and zombies only), *darkness 20' radius, detect illusion, detect invisibility, dispel magic, entangle, hallucinatory terrain, levitate, permanent illusion, plant growth, polymorph self, spectral force, telekinesis* (2,500 lbs.), *teleport without error,* and *tongues.* Ilsidahur may *gate* in 1-4 bar-lgura (60%) or 1-2 Type IV demons (40%) with a 75% chance of success, in lieu of any other activity for one round. His piercing scream causes *fear* (per the spell) in all within hearing range (or within one mile outdoors).

Ilsidahur appears as an ape with a ram's spiral horns (of bronze color) and a pink, hairless tail. He attacks with two claws, a bite, his whiplike tail, and his horns (butting, not goring). He is particularly fond of items fashioned of bronze — and the taste of demi-human flesh. Ω

THE ARTISAN'S TOMB

BY MATTHEW MAASKE

The requirements of honor reach even beyond the grave.

Artwork by Richard Bennett
Cartography by Diesel

Matthew Maaske is a student at the University of Nebraska who has been playing all sorts of role-playing games for seven years. His other interests include music, animals, and movie making. Matthew plans to do a lot of traveling once he graduates from college.

"The Artisan's Tomb" is an AD&D® game *Oriental Adventures* module for player characters of levels 3-5. A party with about nine total levels should do well. This encounter can be used for a short, one-night session between larger adventures or as an interlude in an ongoing campaign. It can fit within any wilderness terrain, but should take place in a fairly uncivilized area.

If the DM wishes to alter this adventure to suit a party of a different level, he may easily do so by altering the monster encountered. The buso could become a band of roving ghouls for a beginning-level party, or the number of buso could be increased for a party of higher level. The DM is encouraged to alter the amount of treasure to suit his style of play.

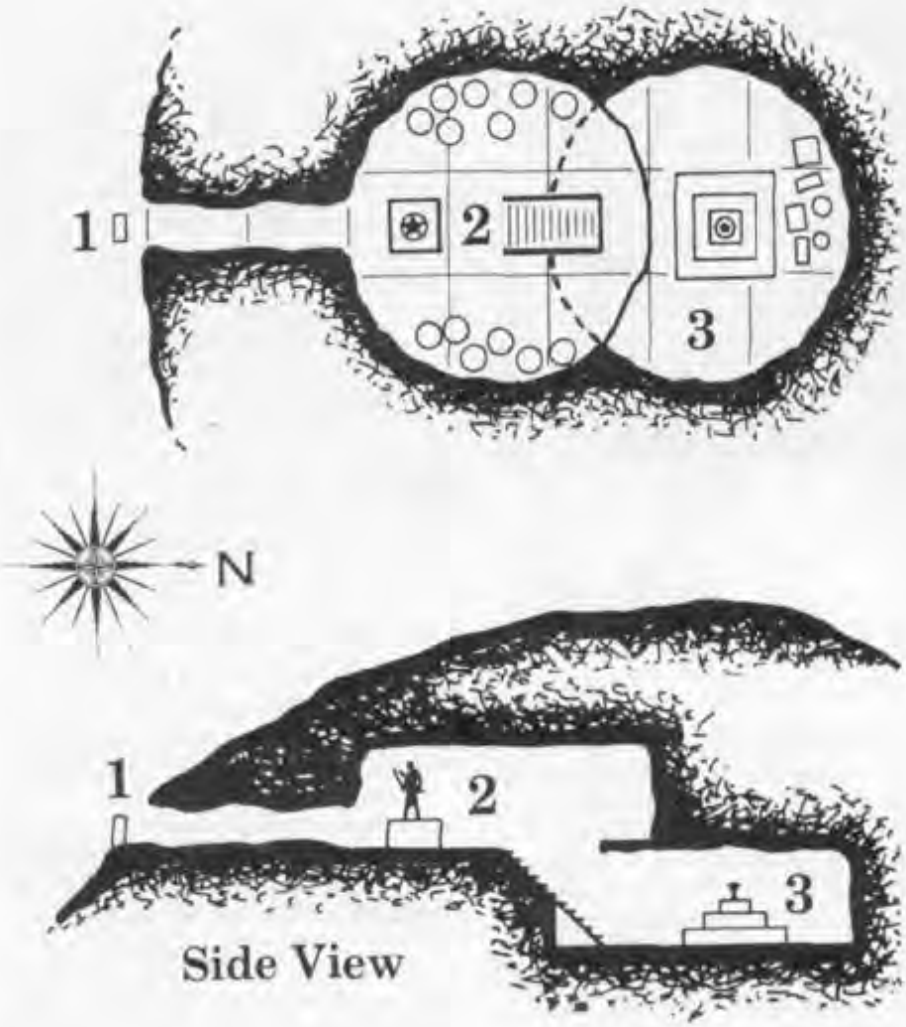
Starting the Adventure

This adventure should begin during the evening hours, preferably while the PCs are at camp. If the party has assigned a watch, at least one character should be awake.

Around midnight, any characters that are awake notice a single human figure approaching the camp. It moves at a slow pace and does not appear to be attacking. The watch may wake the others at this point or may take any other action he sees fit, but the figure continues walking toward the camp and does not react to any of the PCs' attempts to speak to it or attack it. If any obstacles lie in its path, it simply passes through them as if they do not exist. The figure stops once it reaches the center of the camp.

When the PCs can see the visitor clearly, they notice that he appears to be a small man about 22 years old, dressed in clothing a bit fancier than that worn by the ordinary traveler. This figure is a **kuei** (AC −4; MV 18"; HD 5; hp 23; #AT 1; Dmg 1-10; SA possession; SD +3 or better weapon to hit; immune to *ESP, charm, enchantment, illusion,* water spells; no damage from normal fire or cold, half damage from magical fire and cold, immune to psionic attack;

THE ARTISAN'S TOMB



1 square = 5'

AL LN). While the attention of the party is on the kuei, he speaks:

"My name is Jutzuka, or at least it was when I walked the physical world. I stand before you as a spirit, withheld from the afterlife. Many years ago, I was a great artisan. My work was known throughout the land, and I was destined for a great life.

"But things changed. I fell in love with a beautiful woman, the greatest work of art I had ever seen. To win her heart, I created a gift: a vase. That vase was my greatest artistic accomplishment. I filled it with flowers and arranged for it to be sent to her. But later, to my horror, I learned that she was already promised to another.

"In shame and fear I went to her house under the cloak of night, hoping to steal the vase back and destroy it. I was discovered and fled, but one of the guards of the house shot me with an arrow. The wound soon killed me.

"They buried my ashes in a tomb not far from here. Now I cannot pass on to the afterlife, not until the vase is destroyed. You must help me destroy the vase. I cannot do it myself; they have barred me from my own grave. I have been wandering these lands, searching for someone to help me, but all who live here fear spirits. I have seen you. You are all brave and honorable. I beg of you to follow me to my tomb, for my ashes lie within that very work of art that caused my death."

At this point, Jutzuka pauses and waits for the party's reaction. If the PCs agree to help him, he turns and begins to walk away from the camp, urging the characters to equip themselves and follow. The PCs may have to travel around a few obstacles, but Jutzuka tries to take a clear path. If the party refuses to help Jutzuka, he simply states that he misjudged their worth, and slowly moves away into darkness. The PCs may change their minds at this point and catch up to Jutzuka, or they may do nothing. Of course, the DM should do his best to subtly influence the PCs to help Jutzuka, as this is the grounds for the adventure.

Jutzuka leads the party to a spot about a mile from their camp. The DM should select an area away from roads and civilization on his own wilderness layout. Just after passing through a small stand of trees, Jutzuka stops and points toward a hill beyond. He tells the PCs that his tomb lies within the hill, and that they may enter through a tunnel dug by a grave robber some time ago. Jutzuka waits for the PCs here while they investigate.

The Tomb

When the nobleman who was to marry the woman whom Jutzuka loved learned of the tragedy of the artisan's death, he ordered the construction of an expensive tomb on his own lands. The hill is steep and grass covered. There is no discernable path leading to the tomb, but the PCs should not have a difficult time finding the entrance to the grave robber's tunnel.

1. Entrance. Here the PCs find the entrance to a crudely dug tunnel roughly 3' in diameter. The tunnel does not seem very stable, and it's obvious

that anyone in full armor will have a difficult time crawling down it. In front of the tunnel entrance stands a small stone monolith about 3' high. It is carved with Jutzuka's name and the date of his death, some 300 years ago. There is nothing extraordinary about the monolith.

The party, however, is not alone here. A **tigbanua buso** (AC 4; MV 12"; HD 8+2; hp 51; #AT 3; Dmg 1-6/1-6/1-10; SA fear aura, disease; AL CE) lurks nearby, awaiting fresh prey. It attacks the PCs as they examine the entrance and the monolith, coming down from the top of the hill where it has watched the party's approach. The buso attacks before the PCs start to enter the tomb, and fights madly to the death. It has no treasure upon its body.

After the PCs have defeated the buso, they may proceed to explore the tunnel. While the tunnel may seem unstable, it is safe enough for the characters to crawl down. Midway down the tunnel, the PCs find an old, rusty pickax and a scrap of torn cloth. These were left behind by the grave robber when he had a disastrous encounter with the buso. The PCs may have to remove a bit more of the mortar to crawl into the upper chamber of the tomb.

2. Guardian Chamber. After the PCs crawl out of the tunnel, they find themselves in a circular chamber approximately 15' in diameter. Of course, they will have to provide some sort of light to see what is in this room. The ceiling is quite low, only 6' high. To either side of the characters stand clusters of large pottery jars. Near the center of the chamber, atop a waist-high stone platform, is a bronze statue of what appears to be a warrior-monk. Just behind the statue, a small staircase leads down into darkness.

A few years after the tomb was sealed, the nobleman ordered it reopened so that some priests could place the statue, a spirit guardian, within. The 2'-high statue is of a fierce religious warrior wielding a sword in each hand. This statue works like a *charm of protection from spirits* but allows no saving throw.

The nobleman meant well and only wanted to assure Jutzuka a peaceful rest. He did not know that Jutzuka walked outside the tomb in the form of a kuei. Now, Jutzuka is unable to reenter his own tomb. The statue can be easily removed from the tomb, but this breaks the enchantment and renders the statue valueless except as a curiosity.

The jars contain preserved grains, symbolic food for Jutzuka's journey in the afterlife. While these grains have not spoiled in 300 years, the preserving agent renders them unfit for consumption. This should be obvious to any character examining the grain. There is nothing hidden within any of the jars. The stairs lead to the lower chamber of the tomb.

3. Burial Chamber. The lower chamber is of similar proportions to the one above. In the center is a three-tiered dais about 3' high. Atop this dais sits a fine porcelain vase. A cluster of chests, boxes, and vases stands on the far side of the dais. Three very large tapestries hang on the walls. The chamber has not been disturbed since the tomb was first sealed.

The vase that stands atop the dais contains Jutzuka's earthly remains. It is the same vase that he attempted to steal back so many years ago. Destroying this vase is the PCs' goal. Once it is destroyed, Jutzuka can leave his kuei form and pass on into the afterlife. The characters can easily smash the vase, but it may be advisable to remove the ashes first. Nothing harmful will befall anyone who simply smashes the vase without removing the ashes, but the DM may want to hint to a religious member of the party that it would be proper to take care of the ashes.

The three tapestries hanging here were all made by Jutzuka during his brief career as an artist. They depict three scenes of a flood that occurred during his lifetime. Although they are old, the tapestries are worth 200 tael each. On the floor north of the dais is a collection of more of Jutzuka's work. Most of it consists of pieces of pottery of no great worth and boxes of broken porcelain statues which were accidentally ruined when they were moved here. Any of the pottery vases could serve as a substitute resting place for Jutzuka's ashes.

Some of the items here are valuable. There are two brass lamps here, each worth 30 tael. Hidden in a wooden box is a collection of small jade statues of birds, turtles, elephants, and other animals. The collection is worth 750 tael. Also hidden in this box are three sheets of *paper of forms*. A large, untrapped chest contains an ornate broad sword worth 500 tael and a large lion carved from white marble, which is worth 100 tael.

Concluding the Adventure

Jutzuka is waiting for the adventurers at the small stand of trees if they return. He eagerly greets them, inquiring about their success. If the PCs return with the vase intact, he orders them to put his ashes into a pouch and smash the vase. Jutzuka then asks for the pouch of ashes. Once the vase is destroyed, he thanks the party and does them great honor. If Jutzuka is asked about the buso, he is quite embarrassed and apologizes profusely, claiming he did not think the buso was nearby this evening.

If the characters are successful in their venture, Jutzuka states that he wishes them to take the works of art that were buried with him, for he wishes his art to be appreciated once again. He especially wishes the PCs to remove the guardian statue in the first chamber so that he may reenter his tomb.

Once the PCs have finished removing whatever they wish from the tomb, Jutzuka bids them goodbye and walks silently through the earthen mound into his tomb to disappear forever. The PCs are free to do as they wish with Jutzuka's works of art. The adventurers may return to their camp and sleep the rest of the evening without being disturbed.

Each party member involved in defeating the buso should receive one honor point. Everyone who helped Jutzuka should receive an additional honor point. Ω

THEY ALSO SERVE . . .

BY ROBERT KELK

. . . who misappropriate.

Artwork by Larry Dixon
Cartography by Diesel

Robert Kelk, who wrote "The Stolen Power" (issue #5), is a resident of Ottawa, Ontario. He's still president of the Hobby Centre Game Club, but has managed to get other members to DM most of the time. Robert ran a modified version of "They Also Serve . . ." as the official AD&D® game adventure at Maplecon 9 this summer. He doesn't want to try running a tournament again.

"They Also Serve . . ." is an AD&D game adventure for 2-4 thief characters of 5th-7th level. This module is particularly well suited for good-aligned thieves; the object they seek is only a piece of parchment, but its recovery may prevent a bloody civil war. In a campaign setting, the DM should have a country to serve in place of the Kingdom of Falora; note the consequences of mission failure, however (civil war).

Adventure Background

Read or paraphrase the following to the players:

The Kingdom of Falora has just entered a crisis. His Majesty, King Alphonse II, has died at the capital and cannot be *resurrected* by the high priests. Normally, the most powerful high priest in Falora would crown the first-born royal child as the new monarch, but Alphonse never married. Thus, there is a struggle for the throne which will erupt into civil war unless an heir can be found.

Jean-Pierre Chevalier, the king's chamberlain and closest friend for the last 20 years, has recalled that Alphonse had an affair 17 years ago with a duchess (who, for propriety's sake, shall remain nameless). The affair resulted in the birth of a girl. Since Jean-Pierre would rather see a bastard gain the throne peacefully than have a bloody civil war for the succession, he sent word to the duchess asking for proof that her child is of royal blood.

The duchess sent word that King Alphonse had issued a patent of royalty naming the child "Helene, Princess of Kingstown" (after the riverside city of her birth). Upon hearing this news, Jean-Pierre sent his swiftest messenger back to the duchess with the news that Helene had the best claim to the throne, but that she must come to the palace

within seven days, with the patent. After that, civil war would be inevitable. His message was sent four days ago.

Two days ago, a message came back to the palace saying that Helene was ready to come, but the patent had been stolen. A few contacts among the many thieves in Kingstown were picked up for questioning. After insuring that each thief was not under the effects of any magical devices or spells, they were questioned using a *detect lie* spell. Each denied having stolen the patent. One of them volunteered the information that the local thieves guild, which operates freely in the crime-ridden town, might possibly be involved. The informant overheard two guild thieves reject the possibility of using (rather than selling) an item that they had just stolen. It seemed they couldn't use the item because neither of them was a 17-year-old human girl.

Upon the evidence gathered, it would be legal for the monarch to order a massive raid on the Kingstown thieves guildhall to recover the patent. But there is no monarch to sign the order, and the only thing that Jean-Pierre can think of that is both legal and in accordance with his chivalric oath is to send a small but powerful group into the guildhall to retrieve the patent. He himself has no thieving skills and is needed at the palace to postpone the first battle of the civil war as long as possible — so real thieves will have to do.

Therefore, he has summoned you to the Wandering Minstrel, a tavern located just outside the walls of the palace, to tell you of recent events. If you do not bring Helene and her patent of royalty to the palace within 72 hours, there will be civil war to decide the succession. It will take you one day on horseback to get to Kingstown and another day to return, so you will be left with only 24 hours to retrieve the patent. You are said to be trustworthy, and this is your ultimate test of loyalty.

For the Dungeon Master

The evidence is cut and dried: The patent of royalty is in the Kingstown thieves guildhall. There are no deceptions or misdirections to confound the PCs. This is "merely" a recovery mission with a time limit. The DM *must* keep accurate time records during the adventure.

The Kingstown thieves guild was hired to steal the patent by Duke Hondersen, a power-hungry nobleman from Kingstown with aspirations to the throne. He mistakenly believes that he will be able to take the throne with minimal force if there is no heir. The PCs do not meet him during this scenario.

The overheard discussion about selling the patent was a clue purposely leaked by one of the guild thieves. This is explained more fully in the description of area 18.

If the PCs accept this mission, they are told to make contact with Fabinna Melacotta, the mayoress of Kingstown. Jean-Pierre gives them a letter empowering them to requisition any needed transportation and supplies from anyone in the kingdom's employ. He then tells them to go to the stables and ask for messenger coursers (light war horses).

But just before the PCs leave the palace, one of Jean-Pierre's aides comes in and whispers to the chamberlain, who rises abruptly, muttering to himself. Any PC who successfully overhears this muttering (use the rules for listening at doors) hears, "Hondersen really is a pain in the . . . ." Jean-Pierre excuses himself, saying that he must leave to forestall the civil war. He will not be available to give the PCs further help.

The aide who distracted Jean Pierre, however, is a spy for Duke Hondersen, and has time to arrange an ambush at the stables before the PCs get there. The three **thugs** (AC 8; MV 12"; F2; hp 11 (×2), 8; #AT 1; Dmg by weapon type; AL LE; leather armor, long swords) he sends to intercept the PCs try to discourage the adventurers from going on the mission. If persuasion fails, they fight until killed. The thugs carry no money or treasure.

Brief descriptions of the major NPCs follow:

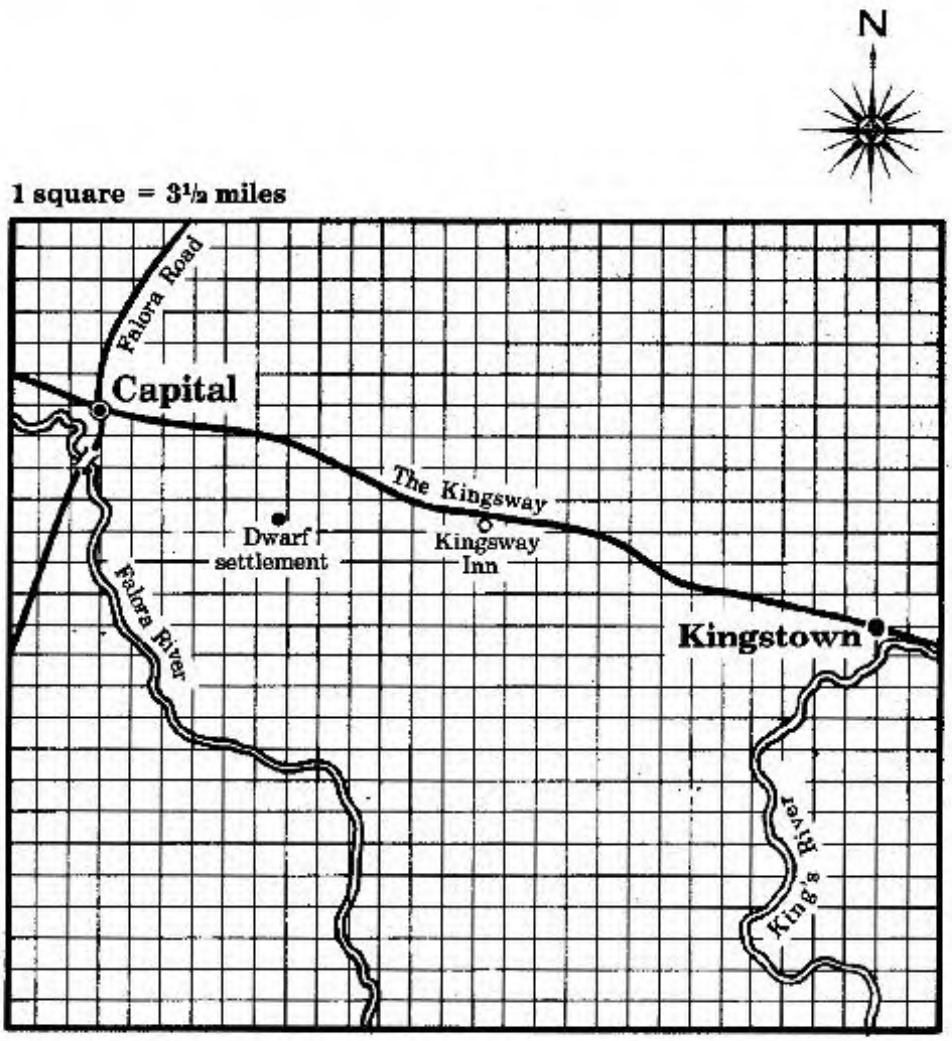
Jean-Pierre Chevalier, male human: AC −5; MV 9"; Cav9; hp 81; #AT 2 (with weapons of choice); Dmg by weapon type; S 18/49, I 16, W 11, D 17/04, C 18/71, Ch 11, Cm 11; AL LG. Jean-Pierre follows the chivalric code at all times, having taken an oath to "defend the kingdom's peace, security, and laws." To this end, he has become Falora's chamberlain and has given up adventuring unless he is the only person for the task. He still owns a few magical items: *full plate armor +1; shield +1; long sword +2, blue dragon slayer; lance +1;* an *elixir of life;* and a potion of *healing.* He is never without his arms and armor. His weapons of choice are the lance, long sword, and horseman's mace. He is also proficient with the horseman's military pick, dagger, bastard sword, and horseman's flail. Jean-Pierre speaks elvish (the local aristocratic language), dwarvish, and gold dragon in addition to the common tongue.

Helene, Princess of Kingstown, 17-year-old female human: AC 10; MV 12"; zero level; hp 3; #AT nil; S 12, I 17, W 16, D 13, C 14, Ch 16, Cm 18; AL NG. Helene's favorite pastime is creating jewelry. To this end, she has developed the skills of a good jeweler and a fair gemcutter (see page 38 of the *Dungeon Masters Guide*). Helene takes everything seriously. She owns no magical items, nor is she proficient with any weapon. She speaks elvish, dwarvish, gnomish, halfling, and Common.

Fabinna Melacotta, Mayoress of Kingstown, female high elf: AC 6 or −3; MV 12"; F4; hp 35; #AT 1 (3/2 with long sword); Dmg by weapon type; S 16, I 14, W 9, D 19, C 11, Ch 14, Cm 13 (11 to gray and high elves); AL CN. Fabinna gave up adventuring after being killed by a red dragon. She was brought back to life by a cleric using a *rod of resurrection,* but the experience of being dead left her so frightened that she gave up anything that would put her life in danger again. She settled in Kingstown and was elected mayoress after diplomatically repelling a small party of berserkers. She specialized in using the long sword and was once proficient with the long bow, whip, and javelin. Fabinna still owns a suit of *chain mail +2,* a *shield +1,* a *long sword +1,* and a potion of *climbing.* She speaks the common language as well as elvish, gnomish, halfling, goblin, hobgoblin, orcish, and gnoll.

Unknown to her constituents, Fabinna is technically in the employ of Duke Hondersen (whose estate is nearby), and she is merely a figurehead mayor — a position she greatly resents. She will not order the city guard to close down the Kingstown thieves guild,

FALORA
Capital to Kingstown



as they are quite useful to her employer, but she will not bother to notify the guild of the impending raid, either. She will passively assist the PCs on their mission, in hopes of ridding herself of the Duke and the thieves guild both. She will even go so far as to have the town guards who normally patrol the street before the guildhall sent elsewhere on a minor errand. Fabinna sees Princess Helene as a valuable royal ally, and the mayor decides the time has come to act — or flee, if the PCs' mission fails.

Travel to and from Kingstown

Kingstown lies east-southeast of the capital city. There is a well-marked road between the two towns. It will take the PCs 24 hours to travel between the capital and Kingstown, if they ride light war horses as Jean-Pierre told them to do. For every change to fresh horses (which must be picked up from random encounters or the trading post, as noted later), one hour can be trimmed from their travel time. The most time that can be saved by changing horses is three hours.

Halfway between the capital and Kingstown stands the Kingsway Inn, a trading post and hostel. Jean-Pierre suggests that the PCs change horses there. Just because the PCs are making an extended march (see page 49 of the *DMG*) doesn't mean the horses have to die. Horses may be exchanged at a cost of 5 gp. This fee will be reduced to 2 gp if the inn's owner sees Jean-Pierre's letter of authorization. New horses can also be purchased outright for 125% of the listed prices in the *Players Handbook* or 105% of the listed prices if Jean-Pierre's letter is presented. (The innkeeper may be a patriot, but patriotism won't buy bread.) Meals can be purchased here for 1 sp per person.

Since this is hill country, the DM should make three checks for encounters while the PCs are en route (the second encounter check should take place just before the PCs get to the Kingsway Inn). If a roll of 1d12 comes up 1, roll 2d10 and consult the following encounter list:

2. Gold dragon: AC −1; MV 12"/30"; HD 11; hp 33; #AT 3; Dmg 1-8/1-8/6-36; SA breath weapon, magic use; AL LG. Karla is a sub-adult female gold dragon who has risen above greed and has set out to discover the world. She does not have a spell book and so can only use the spells *magic missile, shocking grasp, stinking cloud,* and *web.* When encountered, she is *polymorphed* into the form of a young human maiden and is traveling on foot. She carries a pouch filled with 40 pearls, worth 100 gp each (which she eats as snacks when in dragon form).

3. Wererats (2): AC 6; MV 12"; HD 3+1; hp 9 (×2); #AT 1; Dmg by weapon type; SA surprise on 1-4; SD silver or magical weapons to hit; AL LE; broad swords. These wererats are encountered in their human forms and are not brave enough to attack. They will, however, defend themselves against any PC aggression.

4. Jackals (2): AC 7; MV 12"; HD ½; hp 3, 2; #AT 1; Dmg 1-2; AL N. These jackals are prone to follow the PCs, looking for scraps of food.

5. Gnomes (10): AC 5; MV 6"; HD 1; hp 7, 6 (×3), 5, 3, 2 (×2), 1 (×2); #AT 1; Dmg by weapon type; SA/SD see *Monster Manual,* pg. 46; AL N. These gnomes are on their way to visit a band of hill dwarves living in the area. They are in a hurry and so will not stop to talk with the PCs. Each carries 6-24 gp

and either a club or a spear, and wears chain mail.

6. Halflings (5): AC 7; MV 9"; zero level; hp 4, 3, 1 (×3); #AT 1; Dmg by weapon type; SA +3 with sling; SD save as 4th-level fighters; AL LG; ring mail. These sling-armed halflings are a diplomatic party on their way to (or from) the capital. If the PCs are returning to the palace with Helene and the patent, the halflings are glad to accompany them. Otherwise, they are polite but want to move along as soon as possible.

7. Wild horses (6): AC 7; MV 24"; HD 2; hp 15, 12, 11, 9, 7, 3; #AT 1; Dmg 1-3; AL N. These avoid all contact with the PC party.

8. Mourners (50): These mourners are traveling in the opposite direction from the PCs. They are traveling to pay their last respects to King Alphonse II (or returning from the capital). If their statistics are required, treat them as lawful-good pilgrims (as per the *Monster Manual*), without the additional monk.

9. Patrol: There are six lawful-good characters in this patrol, all wearing chain mail and mounted on **light war horses** (AC 5; MV 24"; HD 2; hp 9 each; #AT 2; Dmg 1-4/1-4; AL N). All of the patrolmen are loyal to the chamberlain. They are collecting the road toll, which is 5 gp per horse and 1 gp per person. The four **troopers** (AC 5; MV 9" on foot; F4; hp 29 (×2), 28, 26; #AT 2; Dmg by weapon type; long bow specialists) are accompanied by their high-elven **leader** (AC 5; MV 12" on foot; F5; hp 50; #AT 2 (with bow); Dmg by weapon type; elfin chain mail; long bow specialist) and a **cleric** (AC 5; MV 9"; C4; hp 27; #AT 1; Dmg by spell or weapon type; horseman's mace). The patrol will waive the toll and give the PCs anything they reasonably desire, including fresh horses, if shown Jean-Pierre's letter. The patrolmen have a total of 120 gp among them, and the cleric has chosen to carry at least one *cure light wounds* spell in his spell selection (other spells are at the DM's discretion).

10. Ogres (2): AC 5; MV 9"; HD 4+1; hp 24, 23; #AT 1; Dmg 1-10; AL CE. These club-armed ogres are out looking for a fight, and will attack the PCs if they look weak.

11. Hill dwarves (10): AC 4; MV 6"; HD 1; hp 8, 6, 4 (×2), 3 (×2), 2 (×3), 1; #AT 1; Dmg by weapon type; SA/SD see *Monster Manual*, pages 35-36; AL LG; chain mail, shield, hammer. These dwarves, natives of the area, are on a geological survey. They might talk with the PCs for a few minutes but won't dally for more than that.

12. Wild cattle (20): AC 7; MV 15"; HD 2; hp 16, 15 (×2), 14 (×3), 13 (×2), 12 (×2), 11, 9 (×5), 5, 4 (×2), 3; #AT 1; Dmg 1-4; SA stampede; AL N. These cattle spook easily and run at the PCs in a panic-stricken attack if provoked.

13. Merchant caravan: There are 50 people in this spice traders' caravan. The merchants don't like the idea of civil war, since it would be bad for business. Thus, they are happy to give fresh horses to the PCs when they are told of the PCs' mission.

14. Leprechaun: AC 8; MV 15"; HD ½+1; hp 2; #AT nil; Dmg nil; SA magic use; SD never surprised; AL N. This tiny leprechaun child took a dare from his playmates to wait by the road until some "big folk" came along. The other children left him alone, and he does not know the way back home. He is crying softly and will not try to hide from the PCs. If the PCs take the time to talk with him and help him find his way home, they locate his parents after 20 minutes searching in the low, wooded hills. The grateful parents give each PC a *talisman of the wee folk*, a magical shamrock tattoo that can bring the help of one or two leprechauns, sprites, or pixies for up to half an hour, once only, and only if the wee folk are in the area (not terribly useful, especially as the PCs won't encounter any more wee folk in the course of this adventure). This encounter can happen only once. If it is rolled again, replace it with encounter 9 (the patrol).

15. Lions (2): AC 5/6; MV 12"; HD 5+2; hp 26, 21; #AT 3; Dmg 1-4/1-4/1-10; SA rear claws for 2-7/2-7; SD surprised only on a 1; AL LN. These lions have just fed and so will not attack unless severely provoked.

16. Troll: AC 4; MV 12"; HD 6+6; hp 25; #AT 3; Dmg 5-8/5-8/2-12; SA attack up to 3 opponents at once; SD surprised only on a 1, regeneration; AL CE. This troll is in a nasty mood and wants to take out its frustrations by pounding someone into the ground. Hack-and-slash players should have fun.

17. Goblins (10): AC 6; MV 6"; HD 1−1; hp 7 (×4), 6 (×2), 5 (×2), 2, 1; #AT 1; Dmg by weapon type; AL LE; ring mail, shields, spears. These goblins are a raiding party, out for money and blood. They attack any PCs who appear weak.

18. Griffon: AC 3; MV 12"/30"; HD 7; hp 28; #AT 3; Dmg 1-4/1-4/2-16; AL N. After this encounter, one of the PCs may be without a horse. Two PCs riding one horse take half again as long to travel the rest of the way.

19. Bugbears (6): AC 5; MV 9"; HD 3+1; hp 19, 14, 12 (×2), 5 (×2); #AT 1; Dmg by weapon type; SA surprise on 1-3; AL CE. These morning-star-armed bugbears are tracking a band of wood elves who made off with part of their clan's treasure. They are not, however, averse to beating up some adventurers. If the PCs look tough, though, the bugbears avoid contact. Each of them carries 2 gp worth of mixed coins, mostly copper.

20. Wood elves (4): AC 5; MV 9"; HD 1; hp 8, 5 (×2), 2; #AT 2 (long bow); Dmg by weapon type (+1 with long bow); SD see *Monster Manual*, pages 39-40; AL N; elfin chain mail. These elves are on the run, fleeing from a band of bugbears. Their movement rate is low because each of them is encumbered by a small chest (each chest holds 5-500 cp). The elves are "collecting donations" for Duke Hondersen's war fund. They won't slow down, let alone stop to talk.

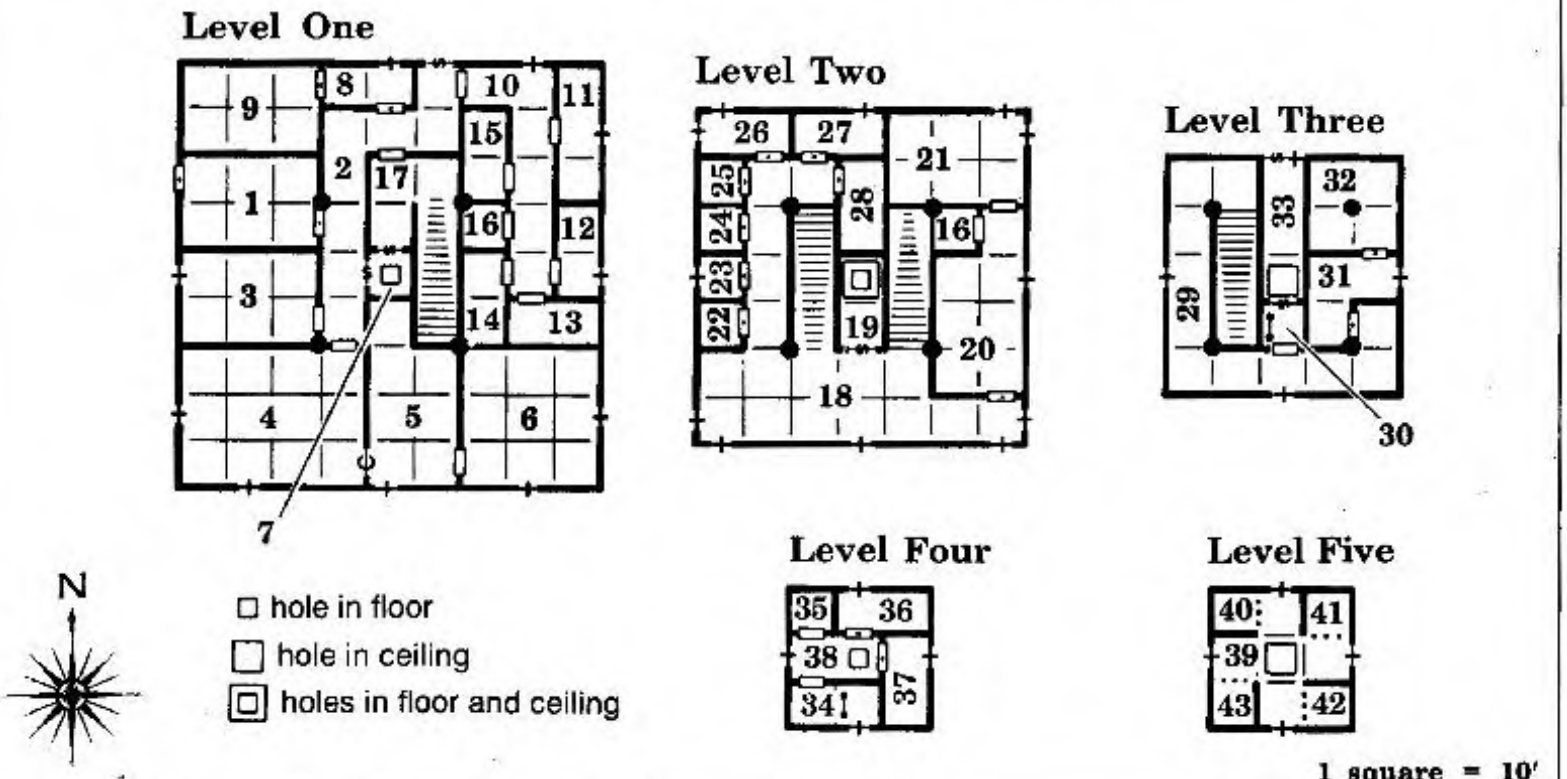
Kingstown

The PCs are only able to ride for 15 hours before severe exhaustion sets in. Since they will probably need to ride for 21 to 24 hours, the DM must consult page 49 of the *DMG* for forced movement rules. It is recommended that no PC die because of the forced movement, but PCs should take whatever level reduction the dice dictate. Extensive rest (for which the PCs have no time) or a potion of *vitality* will negate the exhaustion effects.

Kingstown (population 1,500) is a walled city with many gates. The fee to enter the city is 1 sp per person, but this is waived if the PCs show Jean-Pierre's letter to the guards. The PCs are then escorted directly to the mayor's residence (5 minutes travel time), where they met Mayoress Fabinna Melacotta and Princess Helene (who lives across the street).

The mayoress gives the PCs directions to the thieves guildhall and, in accordance with local custom, offers them a light meal. The meal will not include alcohol, no matter what the PCs ask, since Helene wants them to have clear

KINGSTOWN THIEVES GUILDHALL



heads for their upcoming activities. After the meal, the PCs are each given a dose of potion of *vitality* so that they will not need sleep. It takes 10 minutes to go from the mayor's residence to the thieves guildhall.

Kingstown Thieves Guild

The thieves guild of Kingstown is organized in a very impersonal manner. Its leader is known only as Number 1, even to other guildmembers. (If one of the major antagonist NPCs in your campaign is a high-level thief, the statistics given for Number 1 could be replaced by the NPCs.) The second-in-command is Number 2, and so on down to Number 14, the newest member thief. After the thieves come their clients (Numbers 28 through 37), the small businessmen from whom the thieves extort money (Numbers 40 through 64), and the specialists sometimes hired by the guild (Numbers 70 through 75). This helps the guild maintain its security.

The guild does anything for money, as long as the act doesn't pose an unnecessary threat to its members' lives. They have looted small caravans, collected "protection" money from the merchants of Kingstown, taken and sold slaves, pilfered homes, and (only occasionally) committed legal acts to add to their treasury. Much of the money gained has gone into building and renovating the guildhall, which operates openly and without fear of reprisals from the terrorized townspeople.

The thieves guildhall is probably the easiest place to find in Kingstown. It is a small fortress topped by an 85' tower. There is only one obvious entry door, but there are also two secret doors through the outer walls. The windows are each 2' tall and 1' wide, set with stained plate glass (a new invention in Falora) and cannot be opened. The guildhall is built on solid bedrock and has no concealing undergrowth within 20' of its walls. By the time the PCs arrive here, the guards will have been recalled by Fabinna and sent away. The guild has no immediate knowledge that this has been done.

Many of the doors in the guildhall are trapped with two poisoned needles. This will be called the "typical door trap." One needle fires out of each side of the door, ensuring that the person tripping the trap will be caught. A needle that misses its target lands on the ground 10' from the door. If the trap is sprung, any PC hit by a needle takes 1 hp damage and must save vs. poison or become comatose for 1d6+6 rounds (1-4 rounds if save is made). The inhabitants of the guildhall know how to quickly deactivate these traps and do not generally set them when they are within their own quarters. The DM is encouraged to make changes to some, but not all, of the typical door traps. No changed trap should be instantly fatal.

The guildhall's main entry door is locked. Each of the entry doors (main and secret) has a typical door trap.

Level One

The first level of the guildhall is made of granite and has 10'-high ceilings.

1. Entry Hall. This room is normally the entrance for the guildmembers and the negotiation room for people who have business with the guild. It holds a desk and two chairs. Since the guildhall is closed, there are two mercenaries guarding this area. Having been warned of the traps in the doors, they

are careful not to stand directly in the line of fire. They are reluctant to die, since they aren't getting paid very much money. If bribed with at least 50 gp each, they drop their long swords and run out of the building. The door to the corridor is also locked and trapped with a typical door trap.

Mercenaries, male humans (2): AC 8; MV 12"; F1; hp 5, 4; #AT 1; Dmg by weapon type; AL LN; leather armor, long swords.

2. Corridor. This hallway is lit by *continual light* spells cast opposite the obvious doors. The secret door at the corridor's north end is trapped with a typical door trap.

3. Lounge. The walls of this comfortably furnished room are covered with pastoral tapestries, and the floor is plushly carpeted. The corner of the room nearest the window holds a small table with a box of fine pipeweed (worth 5 gp) and an empty pipe rack. A couch runs along the long wall nearest the heavily curtained window. Two stuffed chairs face the couch. A *continual light* spell has been cast on a chandelier hanging from the center of the ceiling. If the PCs search the room, they will find a 12-gp cut gem under the table in the corner of the room.

4. Dining Room. This room holds a large table, seven straight-backed chairs, and two thieves. The thieves, Number 10 and Number 13, are having a light meal before they go off to loot a small store whose owner hasn't paid his "protection" money. They attack using the knives they hold in their hands, and fight to the death. Aside from their thieves' tools, their pouches are empty.

Number 10, female tallfellow halfling: AC 4; MV 12"; T2; hp 9; #AT 1; Dmg by weapon type; S 14, I 16, W 8, D 18, C 18, Ch 12, Cm 11; AL LE; leather armor.

Number 13, male hill dwarf: AC 5; MV 12"; T1; hp 6; #AT 1; Dmg by weapon type; S 12, I 11, W 9, D 17, C 18, Ch 7, Cm 7 (8 to dwarves); AL NE; leather armor.

5. Kitchen. The only person in this room is the cook. He can hear any melee in the dining room (room 4) and has time to set a trap for the PCs: a deep pan of hot grease balanced above the door. The first person through the door takes 1-12 hp damage from the hot grease (or 1-3 hp from splashing grease if he saves vs. wands). If the first person through the door fails to save, he must save vs. wands again or take 1-3 hp damage more and be stunned for one round from being hit by the falling pan. Anyone within 3' of the first person through the door must save once vs. wands with a +1 modifier to the roll or take 1-3 hp damage from hot grease splashes. This trap can be detected by a thief.

Once inside, the PCs see a typical kitchen, staffed only by the cook. If attacked, he defends himself with a meat cleaver (as per hand axe). If merely intimidated by the PCs, he begs for his life.

Cook, male human: AC 10; MV 12"; zero level; hp 4; #AT 1; Dmg by weapon type; AL CN.

6. Pantry. Number 1 lived through two severe famines when he was a young boy. This has left him with the twin beliefs that food must be protected, and that a great deal of food must be kept on hand. There are enough iron rations in this room to feed one human for half a year. There is also enough fresh food to feed one human for 30 days.

7. Emergency Exit. This secret room is part of the emergency exit from the guildhall. There is no ladder through the hole in the ceiling. Instead, the thieves climb the wall to get to the secret door on the northern side, which leads to the third level.

8. Guard Post. The door to this guard post is locked and trapped with a typical door trap. Inside the room are a mercenary and Number 8. They ferociously fight to the death.

Mercenary, female human: AC 8; MV 12" F2; hp 9; #AT 1; Dmg by weapon type; AL LN; leather armor, *long sword +1.*

Number 8, female human: AC 4; MV 12"; T3; hp 6; #AT 1; Dmg by weapon type; S 11, I 17, W 14, D 17, C 12, Ch 13, Cm 16; AL N; *leather armor +1, long sword +1.*

9. Armory. The door to this room is locked and trapped. If the trap is not disarmed, a blade slashes out from the door handle when the door is pulled open. The PC opening the door takes 1-4 hp damage from the blade plus 2-12 hp damage from poison on the blade (save vs. poison at +1 for only 1-6 hp poison damage).

Once inside, the PCs find a number of weapons racks, a wardrobe, and two bored goblin guards, Grunt and Squisher. These goblins would love the chance to fight, but it takes them a round to realize that PCs entering the room are intruders — thus, they lose initiative during that first round. If attacked, they take nonmagical daggers and short swords from the weapons racks (they know about a trap on the magical weapons) and fight to the death.

Grunt and **Squisher,** goblin guards: AC 6; MV 6"; HD 1 – 1; hp 4 each; #AT 1; Dmg by weapon type; AL LE; ring mail, shields.

The wardrobe holds five suits of nonmagical leather armor (two human-size, two elf-size, one dwarf-size) and two suits of *leather armor +1* (one human-size and one dwarf-size). The weapons racks hold 20 short bows, 10 long bows, 600 arrows, three *arrows +1,* four *arrows +3,* four long swords, two broad swords, a *broad sword +1* ("Opener"), three hand axes, three short swords, six daggers, four *daggers +1,* and a *dagger +2.* Weapons that thieves cannot use are for the use of the mercenary guards and goblins.

All of the magical weapons are on one separate rack in the corner of the room. Taking any weapon from this rack triggers a deadfall trap which drops a heavy stone onto the weapons rack and anyone within 2' of it for 2-20 hp damage. A PC beneath the deadfall must roll equal to or below his dexterity score on 1d20 to jump out of the way unscathed. Roll damage separately for each PC caught in the trap.

10. Corridor. There is nothing of interest in this corridor. The door to room 16 has a *continual light* spell cast on it.

11. Butler's Quarters. This simply furnished room is the residence of the guild's butler and his wife. These two people are resting here, since there is no need for their services at the moment. They would rather talk than fight, since they were not given weapons by the thieves, and are willing to leave the building if they can take their life savings with them.

The room is furnished with a wardrobe, a writing desk, two chairs, and a bed. A secret compartment on the underside of the desk holds the couple's life savings: 80 sp, 16 gp, and 2 pp. The wardrobe holds only normal clothing.

Butler, male human: AC 10; MV 12"; zero level; hp 3; #AT nil; Dmg nil; AL N.

Butler's wife, female human: AC 10; MV 12"; zero level; hp 4; #AT nil; Dmg nil; AL N.

12. Cook's Quarters. This room is simply furnished with a small desk, a wardrobe, a small locked chest, and a bed. The only decoration is an apron hanging on one wall. The chest holds a 10-volume set of cookbooks, some personal letters, 34 sp, and 9 gp. There is nobody in the room at this time.

13. Scullery Maid's Quarters. This room is rather simply furnished with a bed, five chairs, and a larger than average table. A shelf on the wall holds a six-sided die with a *continual light* spell cast on it, a cloth bag holding five oddly shaped dice, and a number of games. Some of the retainers like to spend their off-duty hours with role-playing games that allow them to rise above their lot in life — at least for a few hours.

The scullery maid is resting here. Unlike other employees of the guild, she is ready and willing to fight for her life and is very proud of her skills in knife fighting. Her treasure is the dice in the bag; they are all made of silver and are worth 10 gp in total.

Scullery maid, female human: AC 10; MV 12"; zero level; hp 4; #AT 1; Dmg by weapon type; AL LN; large kitchen knife (as per dagger), with +2 bonus to hit only.

14. Valet's Quarters. This is the apartment of Marcus (the valet) and his wife Irene (the upstairs maid). They are both keen students of foreign cultures. Marcus has studied and practiced the skills of Oriental warriors to such an extent that he has gained many abilities of a 1st-level ninja/bushi (without any ability to further increase in levels). He cannot scavenge equipment or cut purses like a bushi, but can use a kiai (shout); additionally, he cannot walk a tightrope or disguise himself like a ninja, but can use all other ninja skills. All of their money has gone into the making of his weapons. Thus, the only treasure they possess other than a large collection of books about other lands (worth 400 gp to the right sage) are six small star shurikens (10 gp value each locally) and a wakizashi (15 gp value locally).

The room contains a bed, two chairs, a large bookcase holding all those books, and a piece of wood the size and shape of a bookmark which has a *continual light* spell cast upon it. Both Marcus and Irene are here, since their presence is not required elsewhere.

Marcus, male human: AC 10; MV 12"; Ninja/bushi 1; hp 3; #AT 4 or 1; Dmg by weapon type; S 9, I 15, W 11, D 14, C 13, Ch 14, Cm 10; SA/SD see *Oriental Adventures*, pages 15-18, 19-21, and 41-48 in particular; AL LN; proficient in etiquette; no armor.

Irene, female human: AC 10; MV 12"; zero level; hp 2; #AT nil; Dmg nil; AL LN.

15. Lieutenant's Quarters. This is the quarters of Lt. Smith, the guild's head of building defense. Most people addressing this very proper officer by rank for the first time are told, "That's leftenant, not lootenant!" He has few possessions: a bed, a small chest whose inside lid has had a *continual light* spell cast on it, and a framed collection of medals hanging on the wall. The metal value of the medals is 50 gp in total, and a secret compartment in the chest holds 15 pp.

The chest also holds a duty roster signed by Lt. Smith, seven different uniforms, and four certificates of valor. The certificates name "Veteran Jones," "Watchman Lojak," "Guardsman Sperrowsen," and "Defender Lang." Obviously, "Smith" has something to hide, although we may never know what it is. Investigating his past could lead to another adventure. Unfortunately for the PCs, the duty roster does not describe the locations of the guard posts. A typical entry reads only "Harold at post 3 on the night shift." Lt. Smith fights to the death.

Lt. Smith, male human: AC 2; MV 9"; F3; hp 25; #AT 1; Dmg by weapon type; S 16, I 11, W 13, D 15, C 16, Ch 13, Cm 8; AL LN; chain mail, *shield +1, mace +1.*

16. Water Closet. This is a typical indoor toilet.

17. Stairs. The door to this area has a typical door trap. There is a lever hidden here (detect as a trap) which can change all of the stairs in the guildhall from steps to slick ramps (and back again). The lever is currently set so that the stairs are all ramps.

There are three thieves on duty here, all wearing leather armor and armed with short swords. The armor and sword of Number 11, the woman in charge, have been enchanted to +1 values. Number 12 and Number 14 have no magical items. The PCs must fight these three thieves before they can do anything else, as the thieves block the passage. Quarter will be neither expected nor given.

Number 11, female hill dwarf: AC 6; MV 12"; T2; hp 7; #AT 1; Dmg by weapon type; S 12, I 14, W 8, D 15, C 15, Ch 14, Cm 10 (11 to dwarves); AL LN; *leather armor +1, short sword +1.*

Number 12, male tallfellow halfling: AC 4; MV 12" F1/T1; hp 11; #AT 1; Dmg by weapon type; S 14, I 12, W 12, D 18, C 19, Ch 9, Cm 9; AL N.

Number 14, male half-orc: AC 6; MV 12"; T1; hp 6; #AT 1; Dmg by weapon type; S 17, I 7, W 11, D 16, C 16, Ch 9 (11 to orcs and half-orcs) Cm 8 (11 to orcs and half-orcs); AL LE.

Level Two

This level, like the one below, is constructed of granite. It has 8'-high ceilings.

18. Meeting Hall. This is no more than a wide corridor. Its walls are decorated with maps of Kingstown and the surrounding area. Fourteen chairs face a podium at the west end of the hall. Two thieves, Number 6 and Number 9, are playing cards at the west end of the hall. (Number 6 doesn't like the posh ground-floor lounge.) Both of them are willing to parley with the PCs. If fighting breaks out, Number 9 hangs back, using all her skill to avoid taking damage, until Number 6 is dead. She then drops her blade and surrenders, asking the PCs to help her to get away from the guild.

Number 9, born Diana Farlane, is currently serving the guild as payment of a loan. Her father borrowed money from Number 1 but died before he could pay the money back. Diana had no money and so was forced to work for the guild to pay back the loan. Her life has been miserable ever since, and when she saw the patent, she decided to drop

hints in town that the guild had stolen it. She took Number 11 out drinking where she was certain they could be overheard, then openly discussed how they might use the patent instead of selling it.

Diana's greatest ambition is to become a magic-user. In fact, she was studying to become one before she was forced to join the guild, and can use the *polish* cantrip twice a day. She will gladly become the henchman of any PC who helps her learn more magic.

Number 9, Diana Farlane, human: AC 7; MV 12"; MU0/T2; hp 6; #AT 1; Dmg by weapon type; S 11, I 18, W 9, D 15, C 12, Ch 16, Cm 9; AL NG; leather armor, long sword, 5 gp.

Number 6, female half-orc: AC 6; MV 12"; T5; hp 27; #AT 1; Dmg by weapon type; S 18, I 12, W 11, D 14, C 19, Ch 9 (11 to orcs and half-orcs), Cm 7 (10 to orcs and half-orcs); AL LN; *ring of protection +2*, leather armor, long sword, 4 gp.

19. Emergency Exit. This secret room is another access to the emergency exit from the guildhall. The wall farthest from the door has a *continual light* spell on it. Half the room farthest from the door has neither floor nor ceiling, and there is no ladder through the shaft. Instead, the thieves climb the walls to get to the secret door on the third level.

20. Number 1's Quarters. This is Number 1's private lounge. He sometimes entertains visitors here, so it is furnished with three comfortable chairs, a table, and a nonmagical carpet worth 250 gp. A bookshelf on the wall holds a number of technical books, popular works of fiction, and biographies. All of the books were printed on movable type presses, which have been in existence for three generations in Falora. (No, spell books cannot be set with movable type or fixed plates. They must be written out by hand.) Both the door from the corridor and the one to the bedroom (room 21) are locked and trapped with a typical door trap.

The two mercenaries on guard here are loudly comparing their experiences in combat. They fight to the death, each preferring not to appear cowardly in front of the other.

Mercenaries, male humans (2): AC 8; MV 12"; F1; hp 7, 5, #AT 1; Dmg by weapon type; AL LN; leather armor, long swords.

21. Number 1's Bedroom. This used to be the treasure vault and so is a secure room. This bedroom is more lavishly furnished than any other in the guildhall, with a four-poster bed, a desk and chair, a wardrobe, a bookshelf, and two comfortable chairs. Hand-drawn maps hanging on the walls detail dungeon complexes that Number 1 cleaned out when he was a low-level thief.

One of the two comfortable chairs has a permanent *animate object* spell on it. It grabs and holds fast anyone who so much as touches it, forcing that person to sit in the chair until Number 1 says otherwise. Any PC caught here eventually ends up in cell 4 (area 43) on the fifth level of the guildhall.

The desk holds pens, ink bottles, blank paper, and an invoice for 40 long swords and 45 suits of human-size leather armor. The wardrobe holds a number of disguises, from poor mendicant to court noble. A secret compartment in the headboard of the bed holds a small ruby worth 500 gp. There is nothing else of interest in this room.

22. New Guildmembers' Quarters. The first of a series of small cubicles, this room is for the use of Number 12, Number 13, and Number 14 when they need a place to hide. The door is locked, and the only thing in here is a two-level bunk bed.

23. Guildmembers' Quarters. This cubicle is for the emergency use of Number 9, Number 10, and Number 11. The locked door guards only a two-level bunk bed and a chair.

24. Number 8's Quarters. The door to this cubicle is locked and has a typical door trap. The room has a bed, a chair, and a small locked chest that holds 10 gp, a nonmagical silver ring worth 100 gp, and a man-size suit of leather armor.

25. Number 7's Quarters. The door to this cubicle has a typical door trap, but it is disarmed. Number 7 is currently inside, preparing to relieve Number 8 on guard duty at the armory. She has already put on her leather armor but has not strapped on her long sword. She fights to the death.

This room holds only a waterbed (old but very expensive technology in Kingstown) and a small locked chest. The chest contains 13 ep, 45 gp, 3 pp, a 10-gp uncut gem, and a pair of *slippers of spider climbing*.

Number 7, female half-orc: AC 6; MV 12"; T4; hp 12; #AT 1; Dmg by weapon type; S 14, I 7, W 9, D 16, C 11, Ch 8 (10 to orcs and half-orcs), Cm 6 (10 to orcs and half-orcs); AL LE; leather armor, long sword.

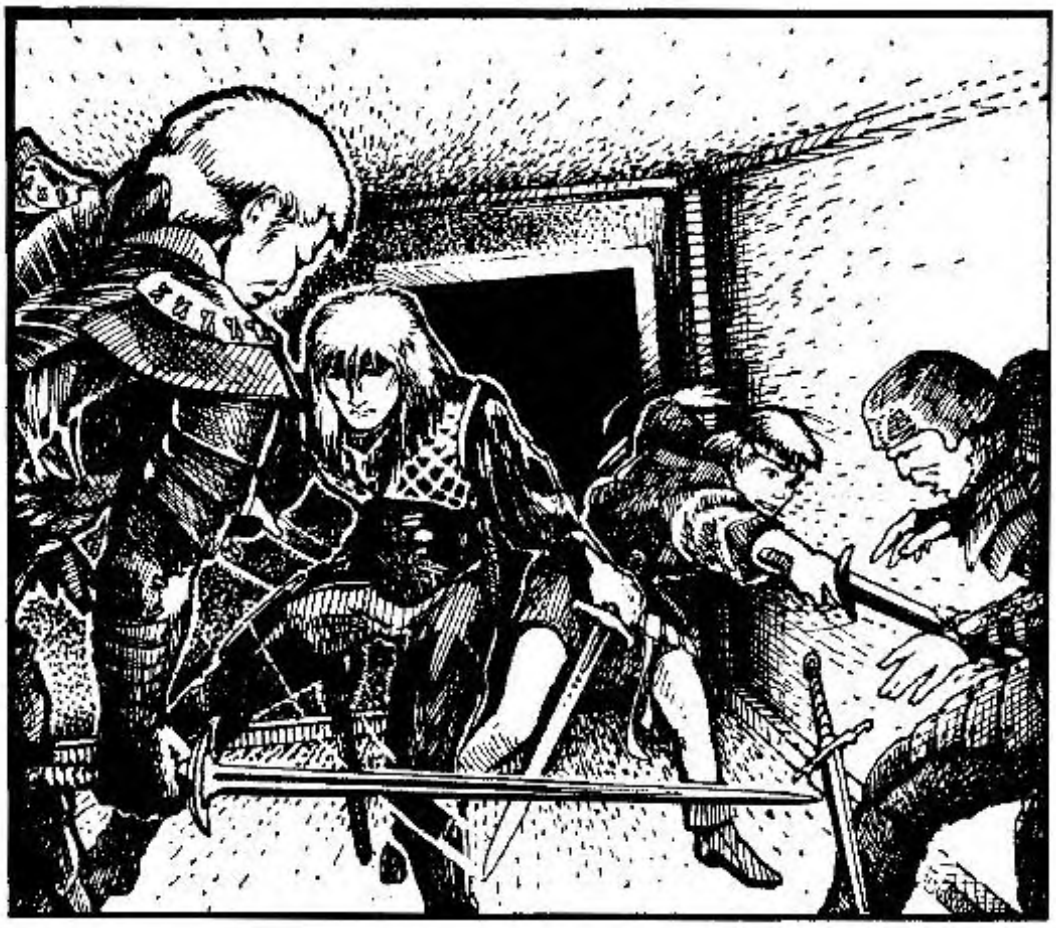
26. Number 4's Quarters. The door to this room is locked and has a typical door trap. It holds a bed, a small chest, and a chair. A pure copper shield (useless in combat, but worth 2 gp as decoration) hangs on the wall. The chest holds normal clothing of various styles and qualities, three 500' lengths of rope, a hand crossbow, 10 flat-tipped quarrels, a jar of *sovereign glue*, and a vial of *oil of slipperiness*. (A quarrel is loaded into the crossbow, the rope *glued* to the end of the quarrel, the flat tip dipped in the *glue*, and the quarrel fired at the point Number 4 wants as an anchor for his tightrope. He then ties off or *glues* the near end of the rope and walks across.) A secret compartment on the underside of the bed holds 75 ep, 33 gp, 5 pp, a 22-gp cut gem, and a jade bracer worth 300 gp.

27. Number 5's Quarters. While the door to this chamber has a typical door trap, it is currently disarmed. Number 5 has just come off duty guarding the stairs and is beginning to relax with a knife and a block of wood, playing mumblety-peg. He is still wearing his leather armor, and while he has taken off his long sword, it is within easy reach. This is lucky for Number 5, because his knife sticks in the wood just as the PCs open the door. He fights until killed.

The room holds a bed, an empty chest, and a chair in addition to the knife and block of wood. Since Number 5 would rather go wenching than hoard money, his savings amount to only 3 ep (kept in his belt pouch).

Number 5, male half-orc: AC 4; MV 12"; T5; hp 31; #AT 1; Dmg by weapon type; S 13, I 11, W 9, D 18, C 15, Ch 9 (11 to orcs and half-orcs), Cm 8 (11 to orcs and half-orcs); AL NE; leather armor, long sword.

28. Number 6's Quarters. The door to this room is locked and has a typical



door trap. Inside, there is a bed, a desk and chair, and a large locked chest. The chest holds clothing, two sets of thieves' tools, 20 gp, and a gem worth 450 gp.

Level Three

The third level is built from marble rather than granite and has 10'-high ceilings. This level was added after the guild started making money in a big way.

29. Corridor. The guard who patrols this corridor is really an assassin, placed here by the Kingstown assassins guild to watch the activities of the thieves guild. He does not want to enter combat, but fights to the death if he must. The assassin carries in his belt pouch 3 gp and a signet ring which allows him to enter the assassins' guildhall. (Of course, the PCs have no idea where that guildhall is located. Mayoress Fabinna doesn't know where it is, either, although she often wishes that she did.)

Assassin, male human: AC 5; MV 12"; A5; hp 16; #AT 1; Dmg by weapon type; S 16, I 14, W 13, D 14, C 13, Ch 13, Ch 11, Cm 13; AL NE; *leather armor +3, long sword +2* ("Killer").

30. Access to Level Four. All that can be seen from this level is a ladder going up 10' into a hole in the ceiling. However, the top five rungs of the ladder have been purposely weakened. If a PC tries to climb the ladder, he falls to the floor unless he rolls his dexterity or less on 1d20 to grab the side runners. The PC must then roll his strength or less on 1d20+5 to hang on. Failure to make either of these saves results in 1-6 hp damage. The safest way to ascend is to climb either the wall (as do the guildmember thieves) or a rope (as do all others; ropes used are then removed).

31. Guard Post. The door to this anteroom is locked and has a typical door trap. It is empty except for two sword-wielding, bloodthirsty occupants. One is a hired mercenary; the other is Number 2. Both fight until dead, and neither carries any treasure.

Number 2: AC 2; MV 12"; T7; hp 30; #AT 1; Dmg by weapon type; S 11, I 18, W 14, D 18, C 15, Ch 15, Cm 16; AL CN; *leather armor +2*, broad sword.

Mercenary, male human: AC 8; MV 12"; F1; hp 7; #AT 1; Dmg by weapon type; AL LN; leather armor, long sword.

32. Treasure Vault. The door to this secure room has been trapped with a blade in the handle. If the trap is not disarmed, the blade hits the person opening the door, striking as a 4-HD monster and inflicting 1-3 hp damage. Poison on the blade will kill the door opener unless he makes a saving throw vs. poison with a −1 modifier to the roll. If the save is made, the PC takes no damage from the poison.

This room holds two locked chests. One of the chests contains 910 cp, 169 sp, 56 ep, 69 gp, and 11 pp. This chest is not trapped. The other chest is trapped with an alarm audible throughout the guildhall and a vial of *sleep* gas which is broken when the chest is opened unless the trap is disarmed. The gas will put everyone within the room to sleep for 1-6 turns. A successful saving throw vs. poison halves the duration. Anyone left alive in the guildhall hears the alarm and arrives in 3-12 rounds.

Within this chest are 15 gems (1,000 gp (×2), 500 gp, 100 gp (×2), 50 gp (×2), 35 gp, 20 gp, 10 gp (×3), 9 gp, 7 gp, 5 gp), six potions (*climbing, extra-healing, fire resistance, invisibility* (×2), and *healing*) and a scroll of *protection from illusions*. If the PCs detect and open the secret compartment inside the lid of this chest, they find the missing patent of royalty and a letter to Number 1 from Duke Hondersen. Written in Common, the letter offers 500 pp for the patent.

33. Emergency Exit. This is the uppermost access point to the guildhall's emergency exit. The hole in the floor comes up from areas 7 and 19. The corridor ends in a secret door, which is trapped with a typical door trap. A weapons rack with four long swords sits in front of the secret door, acting as both an emergency weapon depot and camouflage for the true nature of this hallway.

Level Four

Like level three, the fourth level is made from marble. It does not have support pillars as do the lower three levels because they are not needed. The ceiling is 8' high.

34. Access to Level Three. The lone mercenary here, because of her strongly lawful nature, will fight to the death before she lets the PCs pass. Remember that the ladder to the level below is trapped (see area 30 for details).

Mercenary, female human: AC 8; MV 12"; F1; hp 6; #AT 1; Dmg by weapon type; AL LN; leather armor, long sword.

35. Closet. This room holds 100' of rope and a basket large and strong enough to hold a man. They are used by the thieves to bypass the ladder trap and haul prisoners to and from the cells on the top level of the guildhall.

36. Number 2's Quarters. The door to this room is trapped with a typical door trap but is not locked. Number 2 does not believe in using locks, preferring magical protection instead. The room is furnished with a bed, a desk and chair, a wardrobe, and a small chest. The wardrobe holds a variety of dark-colored clothing. The chest is not locked but is trapped with a *glyph of warding* which inflicts 8 hp cold damage to the opener unless he first says "open up." A *continual light* spell has been cast on the inside surface of the chest's lid. Since Number 2 dislikes coinage, the chest holds 25 cut gems worth 100 gp each and a jeweled headband (made by — and stolen from — Princess Helene) worth 2,500 gp. There is nothing else of interest in this room.

37. Number 3's Quarters. The door to Number 3's bedroom is both locked and trapped with a typical door trap. (This is one of the traps that the DM is encouraged to alter.) The room holds a bed, a potted oak tree upon which grows some mistletoe, a chair, a wardrobe, and a small chest. The chest is locked but not trapped and is completely empty. A secret compartment in the wardrobe holds 6 sp, 3 ep, 24 gp, 3 pp, two cut gems worth 75 gp and 35 gp, and a pair of spectacles which have been enchanted to give their wearer the same effect as a *penetrate disguise* spell. Number 3 grows the mistletoe to give to Number 74, an out-of-town druid with whom the guild sometimes does business.

38. Access to Upper Level. The hole in the ceiling of this room is the only way to get to the cells on the fifth level. There is no ladder, but PCs can climb the 40'-high marble shaft using the many handholds set into its eastern wall.

Level Five

The original plan was to construct the topmost level of the guildhall out of marble, but this was changed when Number 71, the architect who designed the guildhall, discovered that the weight would be too much for the pillars to support. Number 1 then contacted Number 72, a glassblower, and ordered a stained-glass structure for the top level of the guildhall. With the aid of Number 70, a high-level magic-user, this structure was placed under the effect of *glassteel* spells, *levitated* to the top of the guildhall, and anchored there with *sovereign glue,* all in one day.

39. Guard Post. If the PCs get up this far, they encounter the guild's only thief-acrobat. Like almost everyone else in the guild, Number 4 wears leather armor. However, he wields a short sword because he often works in close quarters. Number 4 is a coward at heart and climbs down the shaft if given a chance, but never abandons his short sword. There is a pulley mounted immediately above the shaft.

Number 4, male hill dwarf: AC 6; MV 12"; T-A7; hp 45; #AT 1; Dmg by weapon type; S 17, I 14, W 14, D 16, C 16, Ch 7, Cm 9 (10 to dwarves); AL N; leather armor, short sword.

40. Cell One. This is an empty cell. Its bars are made of *glassteeled* glass, like everything else on this level.

41. Cell Two. There are three young women in this cell. Number 1 intends to sell them to the next band of slavers that happens by. The only thing they can give the PCs as a reward is their undying gratitude, but who knows when that may come in handy for a thief?

Prisoners, female humans (3): AC 10; MV 12"; zero level; hp 4 (×2), 3; #AT nil; Dmg nil; AL NG.

42. Cell Three. There is nothing of interest in this cell except lots of straw for bedding.

43. Cell Four. This cell has a message scrawled on the wall that appears to name the location of a major artifact. It is, of course, incorrect, but a PC who follows up on the graffiti will have as interesting an adventure as the DM cares to give.

Concluding the Adventure

If the PCs get out of the guildhall, they encounter the last two thieves, Number 1 and Number 3, just as the party leaves the guildhall. Number 1 retreats if hard pressed (sacrificing Number 3 if necessary) to make a later attempt on the PCs' lives. In campaign play, this second attempt will come no sooner than eight weeks after the first attempt, to allow Number 1 time to gather a few new followers.

Number 1, male human: AC 3; MV 12"; T10; hp 37; #AT 1; Dmg by weapon type; S 12, I 15, W 8, D 18, C 14, Ch 14, Cm 10; AL CN; *leather armor +1, long sword +2* ("Razor").

Number 3, male valley elf: AC 4; MV 12"; T7; hp 43; #AT 1; Dmg by weapon type; S 13, I 13, W 4, D 18, C 16, Ch 9, Cm 9; AL CN; leather armor, *long sword +1* ("Man-Opener").

If all the PCs die in the guildhall, there is no hope for them unless their bodies can be retrieved in campaign play. No official agency in Kingstown will retrieve the bodies, since they will now take orders from Duke Hondersen (Fabinna and Princess Helene will have fled for the capital). The surviving guildmember thieves will destroy the PCs' bodies as soon as possible. If some of the PCs die and the bodies are recovered, Jean-Pierre will procure *resurrection* spells as necessary (either as a reward for a job well done or so the PCs can be interrogated on why they botched the job).

No matter what state the PCs return in, Jean-Pierre is sure to take back (by force if necessary) the letter of authorization he gave them. What happens after that depends on the PCs' honor and the success of their mission.

If the PCs did not return with the patent, civil war will break out, killing Duke Hondersen and half the nobility, and reducing Falora to scattered small city-states after two years. If the PCs ever return to the former capital, Jean-Pierre will place them in "protective custody" and interrogate them for the details of their failed mission. If he should find out that the PCs have purposefully withheld the patent, he will personally execute them (or hunt them

down) for causing the destruction of the country he was sworn to protect.

If the PCs arrive with the patent too late, the civil war will have started. It takes Jean-Pierre 1-5 weeks to stop the war after his announcement that an heir has been found. Anyone who opposes Princess Helene's right to the throne finds little support, as Duke Hondersen will be killed in the first days of the fighting. The PCs receive only 20 pp each as a reward.

If the PCs are completely successful, Helene is crowned eight days after their return to the capital. (It takes two days to verify the patent of nobility and six days to prepare the coronation festivities.) Her first act as queen is to order the execution of Duke Hondersen. Fabinna Mellacotta gets off scot-free, having befriended the new Queen.

Helene's second act is to pardon the PCs of any crimes they may have committed in Falora and award each of them the Order of the Loyal Companions of Falora. This allows the PCs to put the initials O.L.C.F. after their names and gives each the sum of 5 gp, the metal value of the medal that comes with the award. She then goes off to design and make her crown. Jean-Pierre gives the PCs royal papers allowing them untaxed movement on Falora's highways. Additionally, he gives each of the PCs a pair of jewelled bracers each worth 1,500 gp — but nothing more.

If the PCs express interest in learning something of Lt. Smith's shadowy past (room 15) or tracking down either the Kingstown Assassins Guild (room 29) or the rumored artifact (room 43), the DM can either design an adventure or use a previously published module. Don't forget that Number 1 still wants revenge on the PCs if he survives. Ω

LETTERS

(continued from page 2)

Mis-Directions

On page 51 of "The Flowers of Flame" [issue #8], it says "...all the guides head west." On the map on page 50, west is at the bottom of the map, and the party would miss its goal widely going in that direction. According to the map, the direction should be north by northwest.

David Carl Argall
La Puente, California

Carl is right. We tend to forget that north isn't always "straight up." Our apologies to any DMs who didn't realize our error.

Best Adventure Blend

I have not yet used any of the adventures, but I do read through the modules looking for ideas that I can use in my own scenarios. I particularly like John Nephew's works and am looking forward to seeing more of his writing.

The best blend for the magazine seems to be one longer adventure and several shorter ones per issue. Long adventures cannot be simply dropped into an evening's gaming; they have to be planned for and carefully incorporated into the campaign. In many instances, they will need major revision to work in a specific world. But, when a DM can find one that he can use with minimal revision, it is well worth the space it takes. A short adventure, on the other hand, can be easily adapted and used in nearly any campaign. I think that this format is going to bring more scenarios that DMs can use, more often. I urge you to stay with it.

Randal S. Doering
San Francisco, California

Adapting DUNGEON™ Adventures

I recently purchased TSR's compilation module "Queen of the Spiders." I have run this series before, but I had to limit the underworld severely the first time because I had little time to prepare encounters not detailed in the series. Any DM running this series will find it quite helpful to use DUNGEON Adventures' scenarios both in between the giant strongholds and to fill the "encounter areas to be designed by the DM" in the underworld. The adaptation steps are simple, altering humans to some similar underground race (such as githyanki or even deep gnomes), removing all references to wilderness or weather, and fitting the story into the overall plot of the module.

I used "The Titan's Dream" (issue #2) between the hill and frost giant strongholds. "The Eyes of Evil" (issue #5) made an excellent and challenging side story. I place its village in encounter hex B2-14, changed the mayor to a chaotic-good drow (the first good drow the party encountered), and set the caves of Zeccas at N2-18. The caves alone serve as a fine alternative to a simple random encounter with a beholder.

I also moved "Hirward's Task" (issue #5) into the underworld, and even "The Book With No End" (issue #3), in a large, desolate cavern miles high and wide. I also plan to adapt "Forbidden Mountain" and "Bristaman's Cairn" (both in issue #6). The main point of my letter is that the adventures adapt easily to nearly any situation, if you wish.

Michael W. DeMeritt
Rochester, Michigan

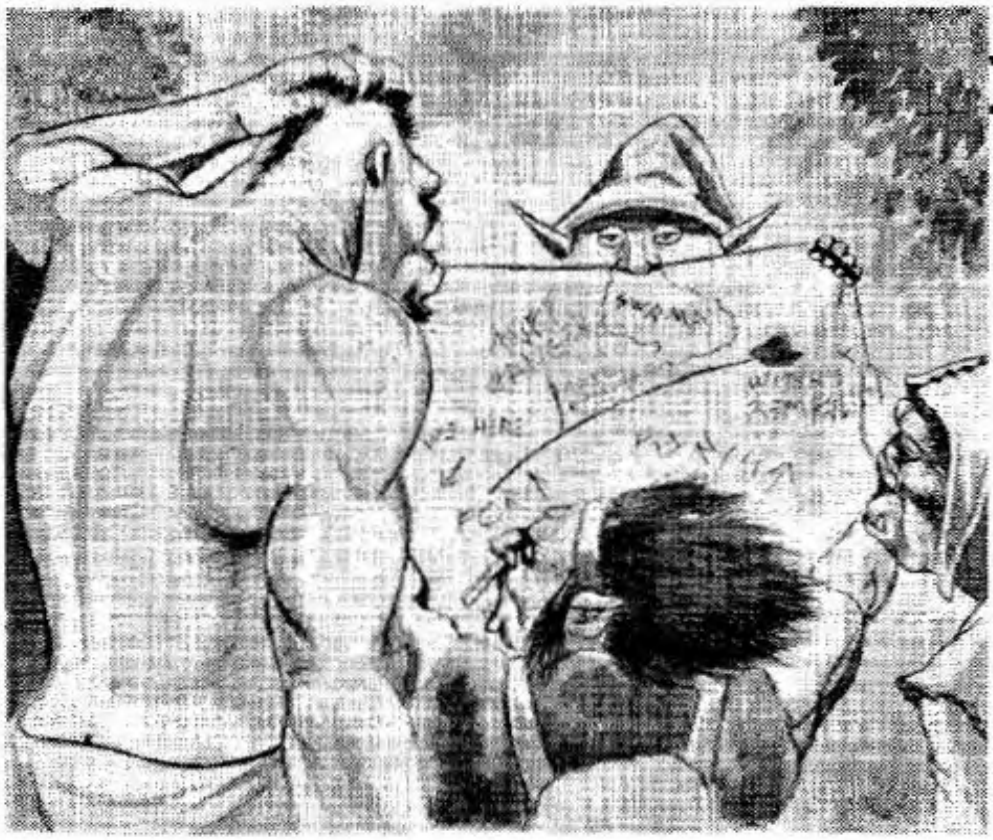
Sobbing Violins

On page 10 of "For a Lady's Honor" [issue #8], Mr. Hammons uses the phrase "The long sobs of the violins of autumn wound my heart with a monotonous languor." Wasn't this the code used by the Allies in World War II to tell French partisans that the invasion of Normandy would take place in 72 hours? I think the code was broadcast by the BBC and the Germans heard it but didn't make use of it. Very subtle, very nice touch on Mr. Hammons's part.

Stefan Happ
El Paso, Texas

The quote is from a poem by the French poet Paul Verlaine (1844-1896). The British did broadcast many code phrases over the French language service of the BBC to their allies across the channel, but our research cannot find a reference to this particular piece of poetry. Can anyone send us a reference to back up Mr. Happ's memory?

Ω



MONSTERQUEST

BY VINCE GARCIA

An adventure for the "other side."

Artwork by Jim Holloway
Cartography by Diesel

Vince has recently completed development of a witch class with over 100 new spells, several of which appear in this module. The new class and spells will premier in Gateway to Ravens Bluff, The Living City, *on sale later this year. This is his second appearance in* DUNGEON™ *Adventures.*

This AD&D® scenario is designed to be a humorous departure from regular adventuring. The "heroes" are a fellowship of monsters on a quest to recover a magical item for an orc chieftain whom they have displeased. Having lost the map given to them, they must gain entry to a frontier outpost — probably by sneaking in through the sewers — and recover the map from a locked safe in the commander's quarters. Once they again have the map, the monsters must travel overland to an abandoned elven witches' temple on the shore of a mountain lake, where they will find the object of their quest.

It is also possible for the DM to run this adventure with normal player characters (of 1st-3rd level). This is especially likely if the adventuring party contains a PC who may have heard legends of a witches' temple in the forest. That PC can try to convince fellow adventurers to search for the temple. Using Fort Bravery as a starting point, the adventuring group might be referred to Roger of the Moor as a source of potential information on the temple's precise location.

Unlike many other people in the world, Roger has adventured with a witch or two with good results and is quite tolerant of this class. He would therefore be happy to point out the way to the temple for a good-aligned witch or a party containing a druid or ranger. Other groups must give Roger a good reason to assist them with information. A request to aid in a search-and-loot expedition, for example, will gain the group nothing but Roger's disgust, but an elven fighter who expresses an interest in exploring the ruins of a community of fellow elves will likely be given directions to the temple.

This adventure takes place on the outer fringes of civilization, so the DM can place it in a suitable area of his campaign world or run it as a short, unique diversion from the normal game.

For more information on the witch class, see DRAGON® issue 114 or *Gateway to Ravens Bluff, the Living City,* from the RPGA™ Network.

Adventure Background

Years ago, a community of elven witches resided in the area of this adventure. They constructed a large temple to their patron deity, Brigit. As civilization began to encroach, driving further into the woodlands some of the less-benign creatures in the world, these reclusive elves packed up and moved to parts unknown.

Much later, an orc chieftain named Gronk took shelter from a storm within the deserted open-air temple and, during the course of exploring, was frightened away by a number of animated skulls. Safely back in the forest, the chieftain paused to take a much-deserved draught of wine from his enchanted drinking horn — only to discover he had dropped it somewhere inside the temple.

To this day, the orc chief has never run short of reasons why it is impractical for him to return and search for the magical drinking horn, refusing to admit his terror of the temple. Recently, however, he had a brainstorm and commanded several of his minions (unfortunate enough to be near him at the wrong time) to recover the horn. This party includes: an orc witch doctor, the brains of the group; an ogre for muscle; a goblin possessing some almost-as-good-as 1st-level thieving skills; and a token wererat. In addition, a pixie has secretly attached itself to the party to watch the fun. Backgrounds and statistics for these five characters are included at the end of this adventure. If additional characters are necessary, the DM can have them enter the game as normal orcs, and he may choose to increase the number of creatures encountered or add some of his own conflicts to the adventure.

The following should be read to the players after they have chosen and read their character descriptions:

> Each of you is a servant of Gronk, the local orc chieftain. Having fallen into his disfavor for various acts of mayhem or incompetence, you were summoned before the great Gronk and given a map to an old temple, with the command to search it out and return with a gold and ivory drinking horn known to be somewhere within its confines.
>
> None of you were too happy to leave the security of the camp, especially after learning of your intended destination. Local rumor has it that the temple is haunted, and a high-level ranger is known to live in the area. And so, once you were out of sight of the camp, you briefly debated lying low for a few days, then returning with a good story, as Gronk frequently forgets about orders issued when he's angry. Unfortunately, the few times Gronk's memory has been sharp have spelled disastrous consequences for those who failed to accomplish their assigned tasks. Reluctantly, you embarked on your great journey.
>
> Along the way, Bert the ogre, while rummaging through his pack for some food, came upon a long-forgotten bottle filled with blue liquid he'd picked up on a raid a year or three ago. When the witch doctor expressed an interest in the bottle and produced what he said was a magical club, Bert agreed to trade his bottle for it. Both of the participants were extremely satisfied with the deal, and your party headed on eastward.
>
> Just as you reached a trail indicated on your map, a detachment of soldiers on patrol from the humans' fort happened by, forcing you to take shelter in the bushes to avoid detection. Since Glitch the goblin is the weakest member of your party, it had to be something he did that caused the scroll case containing the map to fall from the witch doctor's pack into the exact center of the trail where it was found by the patrol.
>
> Conversation among the humans suggested that the map would end up in the fort commander's safe. You then reluctantly shadowed the riders, arriving in a rocky area along the shores of a lake, where the humans' fort is built atop the remnants of an old dwarven tunnel system. Having spent the daylight hours hidden in a nearby copse of trees, it is now eight in the evening and you have managed to sneak unseen to the entrance of the dwarven tunnelworks, now used as part of the fort's sewer system.
>
> You must either explore this sewer and find a path from it into the fort, or else come up with another plan to gain entrance and search out the commander's quarters. If you can retrieve the map, all you need do then is escape without any of the 40 or 50 soldiers at the fort noticing you.

Fort Bravery

Fort Bravery is a frontier outpost similar in construction and purpose to the wooden forts of early American history. About 50 men reside here, keeping watch on the borders and guarding against attack by hostile creatures.

The fort itself is built over a mine formerly operated by a community of hill dwarves, who abandoned it when the water level of the lake rose and flooded the lower levels. When the fort was built years later, one of the tunnels, whose opening was only a few feet away from the lake's edge, was used as a sewer outlet. This entrance to the mining tunnels lies at the bottom of a small hill against the shores of the lake, 200′ from the southeast guard tower. Stagnant water and slime growth abound throughout the tunnel complex.

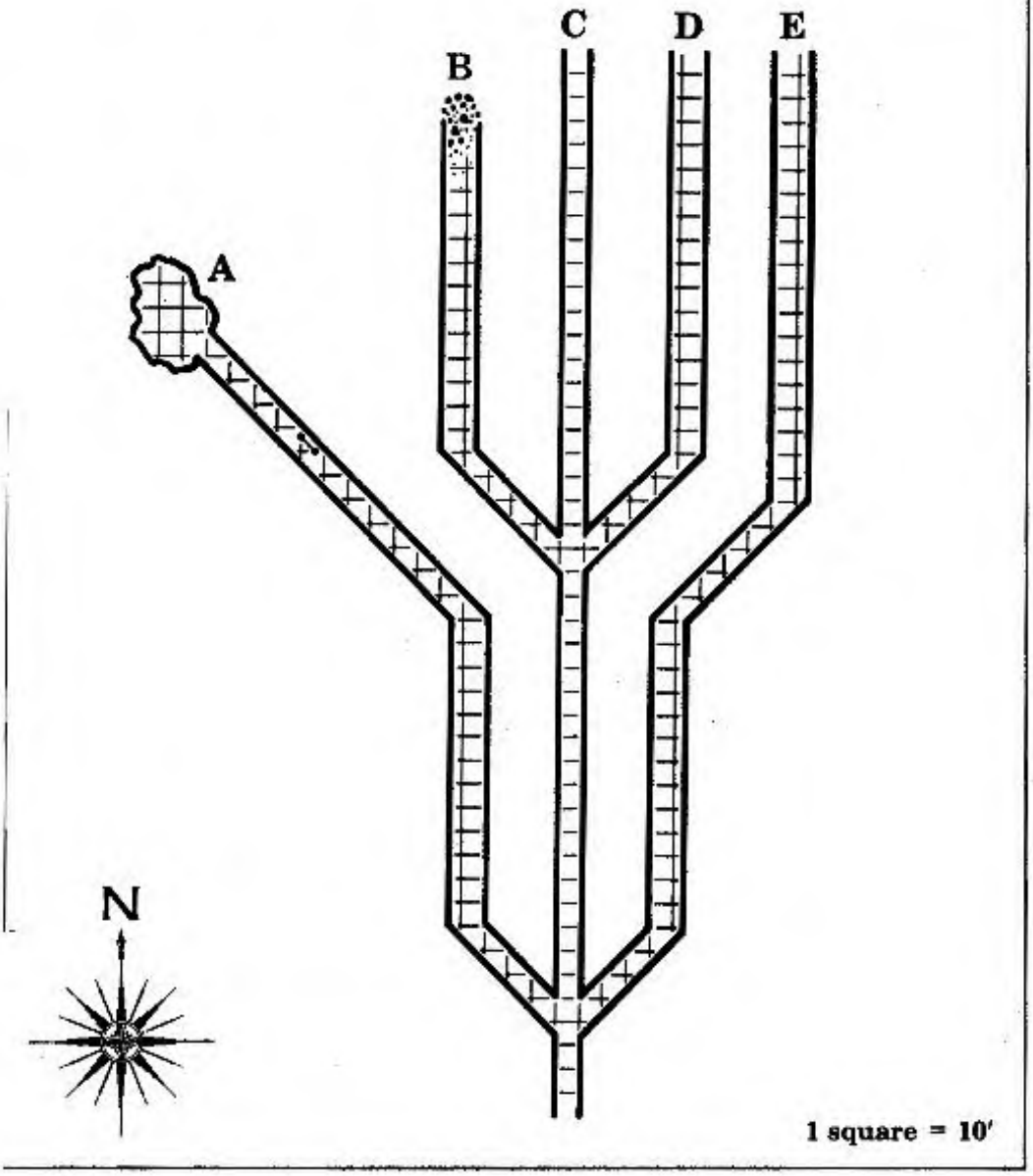
Careful attention must be paid to when the monsters enter the sewers and how much time is spent in exploration. Tunnels A and B require a full turn each to explore, with the remaining tunnels consuming three turns each before the PCs meet up with an encounter or come to realize they have chosen the wrong path.

Tunnel A is the correct path leading to the fort. Against the western wall at the point shown on the map is a ladder leading up to the barred trapdoor at area H inside the fort. The chamber beyond the ladder is home to **a carrion crawler** (AC 3/7; MV 12″; HD 3+1; hp 20; #AT 8; Dmg nil; SA paralysis; AL N). The carrion crawler lives a contented existence, feeding off the scraps of food dumped down to it each day. The fort's commander, aware of the crawler's presence, considers it a useful guardian. The crawler possesses no treasure.

Tunnel B slopes gently down to a point where it has collapsed.

Tunnel C continues forward for 500′ before emerging into what was once the living area of the dwarves. This tunnel is purposely left undeveloped for the DM to flesh out if he desires. Otherwise, the PCs soon realize they have taken the wrong tunnel.

FORT BRAVERY SEWERS



Tunnel D leads to some of the old mine smelters. While moving along this tunnel, the PCs encounter six **giant centipedes** (AC 9; MV 15"; HD ¼; hp 2 (×2), 1 (×4); #AT 1; Dmg nil; SA poison; AL N). A creature bitten by one of the centipedes takes no damage but must save vs. poison or suffer 1-4 hp of injury from their venom. Healing spells are ineffectual against the damage caused by the centipedes' venom. Only a *neutralize poison* spell can remove the damage, or the PCs may recover 1 hp for each six points of constitution every 24 hours.

Tunnel E slopes steeply downward to a flooded section, 600' from the sewer's outlet, impeding further progress.

Once inside the fort, the PCs will find all the doors unlocked unless otherwise noted.

A. Gatehouse. The main entrance to the fort is through a gatehouse containing a windlass for raising and lowering the portcullis. The roof of the gatehouse and the catwalks along the fort's walls are approximately 20' above the ground, with the outer walls rising an additional 4'. All four watchtowers rise 8' above the catwalks and are manned by two soldiers each at all times. Guard shifts change every six hours beginning at midnight. During evening hours, from 6:00 P.M. to 6:00 A.M., the portcullis is kept lowered and is raised only to admit a rare night patrol or at the command of a sergeant stationed in the northeast tower.

In former years, when a large variety of monsters prowled the surrounding area, the catwalks were continuously patrolled. But as the region is now relatively safe, security has been much eased.

B. Honest Jack's Trading Post. Honest Jack is a retired soldier who was once stationed here at Fort Bravery. He normally resides in a small room at the back of the building but at the present time is absent, having gone to the lowlands to replenish supplies. Inside the locked trading post is an assortment of equipment, foodstuffs, and weaponry (25% chance any item listed in the *Players Handbook*, pages 35-36, is present).

C. Mess Hall. The enlisted men take their meals here, and the mess hall is kept open from one hour before sunrise to the hour of sundown. Inside are a number of tables and a selection of eating utensils. Food is prepared in the kitchen (building F) and carried over by the soldiers on a rotating basis.

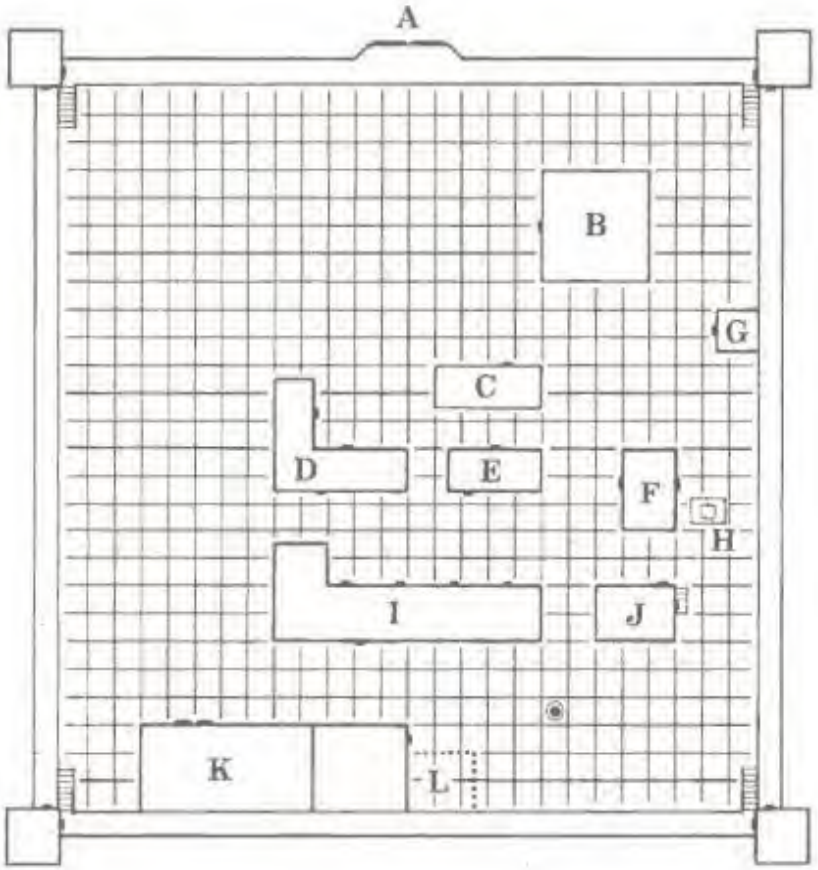
D. Officers' Quarters. Six sergeants and two lieutenants are quartered here. During each shift, one of the sergeants is on duty in the northeast tower.

Sergeants: AC 5; MV 9"; F1; hp 9, 8, 6 (×2), 5, 4; #AT 1; Dmg by weapon type; AL LG, LN; chain mail, long sword, dagger.

Lieutenants: AC 5; MV 9"; F3; hp 18, 16; #AT 1; Dmg by weapon type; AL LG; chain mail, long sword, dagger.

E. Officers' Club. This building serves as a place of recreation for sergeants and those of higher rank. Between the hours of 8:00 P.M. to midnight, two sergeants and one lieutenant from building D play cards with the base commander, Captain Travis. Until 10:00 P.M., Rasmus the magic-user is also here,

FORT BRAVERY



observing the game. (See building J for more information on Travis and Rasmus.)

F. Kitchen. Meals are prepared here, and the kitchen is in operation from 5:00 A.M. to 7:00 P.M. Both doors are locked when the kitchen detail closes up shop for the night. If Bert the ogre is a part of any PC group entering the fort from point H, he smells the fresh bread prepared for the morning meal.

G. Smokehouse. This small building has an outdoor fireplace on its northern side. The smokehouse also doubles as the camp stockade when a prisoner requires detention. At the present time, a number of fresh hams are hung within.

H. Sewer Entrance. Set into a stone foundation is a stout iron trapdoor. Food scrap bins and chamber pots are emptied daily through this trap, their contents falling 25' to the tunnel floor below. An iron bar is built into the trapdoor to lock it securely from above. A *knock* spell will suffice to open it or it may be forced, though a broken door will certainly alert the fort that intruders have paid a visit, possibly resulting in pursuit on the following morning.

I. Barracks. Thirty-nine regular soldiers and two sergeants (hp 7, 6; see area D for other stats) are quartered here.

Regular soldiers: AC 7; MV 12"; zero-level humans; hp 4 each; #AT 1; Dmg by weapon type; AL LG, LN, N, NG; leather armor, shield, long sword, dagger, light crossbow, 20 bolts in quiver.

J. Commander's Quarters. This two-story building is what the PCs seek. The top floor, which is reached by an outside stairway, contains the quarters of Rasmus, the magic-user. If entry can be gained through his locked door, the adventurers will see an office with a pot-bellied stove in the northeast corner and a bookcase in the southeast corner. Along the west wall is a shelf containing various spell components, and a large liquor cabinet with a surprisingly complete assortment of alcoholic libations. In the bottom drawer of Rasmus's desk is a scroll with two magic-user spells, *fireball* and *lightning bolt*, both of which are written at the 7th level of experience. Should anyone other than Rasmus open the desk, a *magic mouth* appears, calling out "Intruder alert! Intruder alert!"

Rasmus's spell-book lies in the bedroom to the west, within a dresser next to a large wardrobe. It contains the following spells: *identify, magic missile, read magic, write, audible glamer, ESP, invisibility, magic mouth, fireball, lightning bolt.*

Rasmus spends his evenings until 10:00 P.M. at the officers' club. He then returns to his rooms to retire for the night.

Rasmus: AC 10; MV 12"; MU5; hp 15; #AT 1; Dmg by spell or weapon type; S 10, I 15, W 15, D 13, C 13, Ch 12; AL N; dagger. His memorized spells are usually: *magic missile* (×3), *read magic, invisibility, ESP, fireball.*

The bottom floor of this building contains the office and quarters of Captain Travis, the fort's commander. The door to his office is always unlocked for quick entry in case of an alert. A padlocked iron safe (the one sought by the PCs) lies against the southeast wall next to the fireplace. There are a number of

ways it can be opened, but the most efficient would be to use the key, which is in plain sight on the top of Travis's desk.

The map was placed in the safe until such time as Roger the Ranger next visits the fort, as he is the only person in the area able to read orcish. Also inside the safe is the base payroll, consisting of 100 pp and 500 gp.

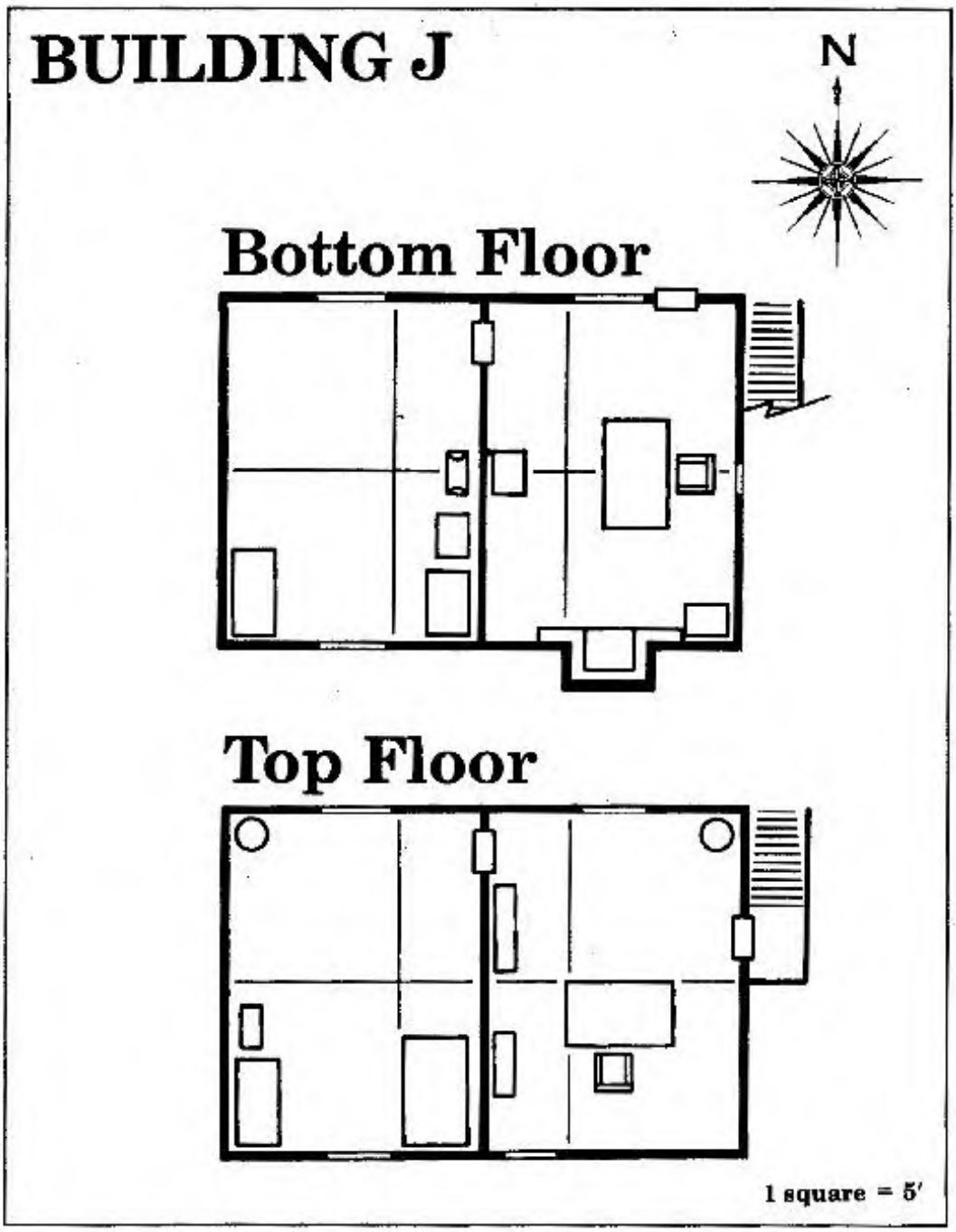
Against the eastern wall of Travis's bedroom is a padlocked chest, a dresser, and a wardrobe. The chest holds 50 pp and 65 gp along with two scrolls: a certificate of Travis's commission as a captain, and a scroll of *protection from lycanthropes*. The key to the chest hangs from a thong around Travis's neck.

Nothing of special interest will be discovered within the dresser, but inside the wardrobe is a human-size set of *chain mail +1*. Beneath the pillow on the bed is a silver dagger.

Travis remains engaged in his card game until midnight, when he retires for the evening. Up to this time, the PCs have ample opportunity to accomplish their task if they undertake it early in the evening. Should the monsters attempt retrieval of the map after Travis has returned to his quarters, they must do so with the utmost attention paid to being quiet, or else Travis will awaken in the next room. Should melee break out, Rasmus in the room above will certainly hear it and investigate.

It is left to the discretion of the DM whether the retrieval of the map will be noticed and a patrol organized to apprehend the thieves. If the monsters have taken care not to force open the trapdoor from the sewer and to carefully unlock and relock the safe, the theft will not be discovered for several days, and it will be assumed the trapdoor was mistakenly left unbarred. If the monsters have used less finesse — forcing open the trapdoor or breaking into the trading post — the intrusion will be discovered at dawn. Ransacking of Travis's quarters will naturally be noticed by him on his return at midnight. He can field up to 20 horsemen to pursue the thieves, and they will search as far as the forest. The horsemen can cover only six hexes per hour on the outdoor map as they must carry torches and travel over rocky terrain.

Captain Travis: AC 3; MV 12"; F5; hp 45; #AT 1; Dmg by weapon type; S 16, I 13, W 12, D 16, C 16, Ch 15; AL LN; chain mail, long sword, dagger, hand (throwing) axe.



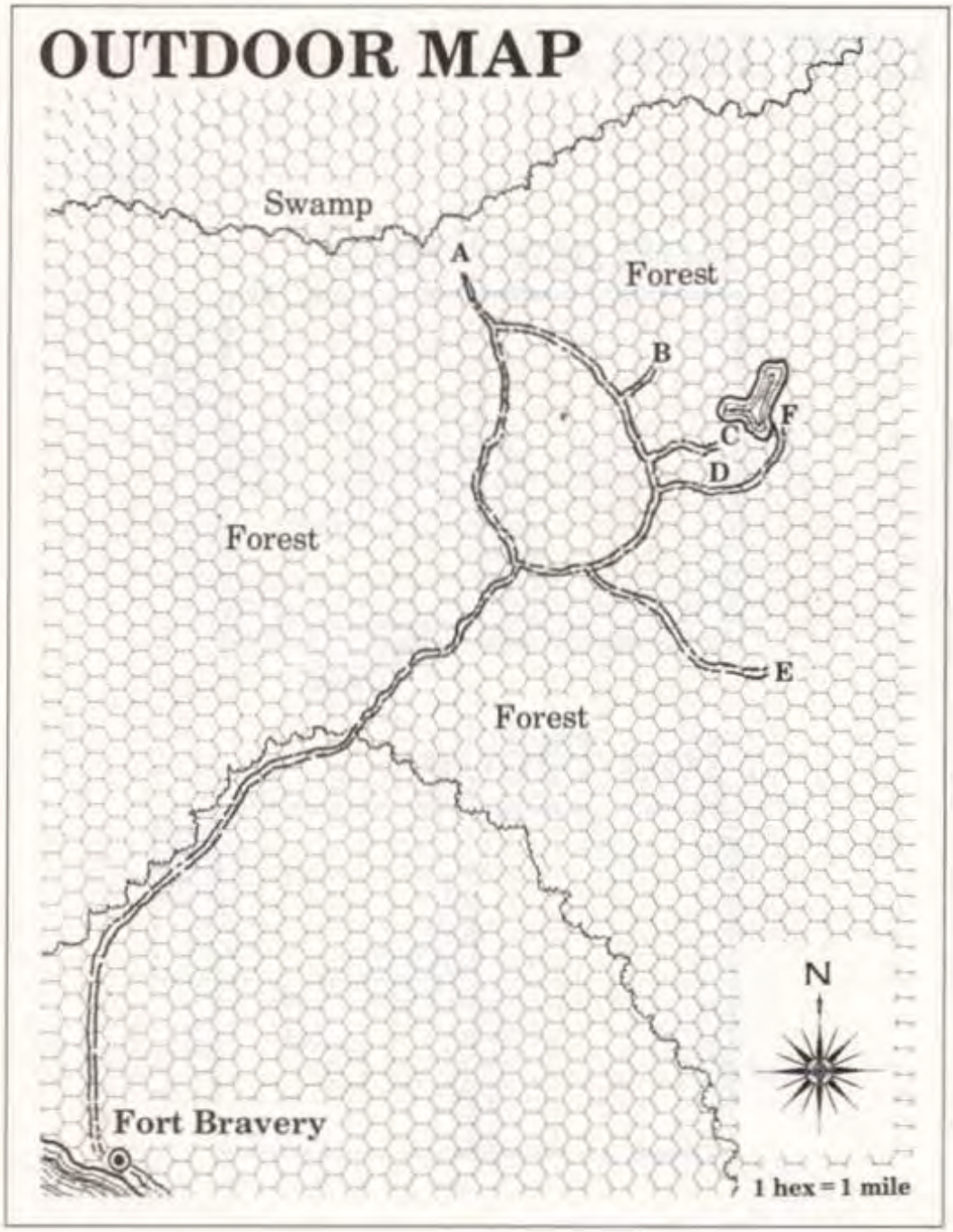
K. Stables. Twenty-three horses are stabled here, and the eastern section of the building houses a smith-armorer and two apprentices.

Smith and apprentices: AC 10; MV 12"; zero-level humans; hp 4 each; #AT 1; Dmg by weapon type; AL N; hammer, dagger.

L. Pig Pen. Near the fort's well is a pen holding a half-dozen male **wild boars**, to be used for food (AC 7; MV 15"; HD 3+3; hp 20, 17, 16, 14, 13 (×2); #AT 1; Dmg 3-12; AL N).

Outdoor Map

If the PCs retrieve the map and make it to the forest, or if they abandon the idea of recovering it and try to locate the temple without it, they move three hexes per hour on the trails or two hexes per hour through the forest (using the map on page 28). These movement rates reflect travel during hours of darkness; should the fellowship travel during daylight, movement should be



penalized one hex per hour.

No specific wandering monsters exist to impede the progress of the group, though the DM may add any encounters he desires. Some helpful suggestions may be found in the encounter lists for temperate wilderness swamps in *Monster Manual II*, page 147.

Trail A. During the last four hexes of travel, the increasingly marshy terrain alerts the PCs that they are nearing a swamp. At the trail's end a small log cabin sits at the center of a large clearing about 100′ from the trees. The cabin is home to Roger of the Moor, a half-elf ranger and scout for the fort. Once every few weeks, he takes the pelts of the animals he has trapped to Honest Jack's to trade for supplies. If the monsters arrive here, there is a 30% chance he is in the forest checking his traps (which he must do every day).

Roger of the Moor: AC 6; MV 12″; R7; hp 50; #AT 1; Dmg by weapon type; S 16, I 14, W 15, D 16, C 17, Ch 14; AL NG. Roger is usually attired in leather armor, and his weapon is a *long sword +2* which glows red when evil creatures approach within 20′. While his cabin is sparsely furnished, it does contain the neatly arranged tools of his trade — a number of large and small traps and an assortment of knives, bows, and axes (3-6 of each). Beneath the bed pillow is a nonmagical dagger, and before the fireplace lies a bearskin rug. If the rug is searched, a small pouch of gems (total value 120 gp) is found stuffed in the bear's mouth. Bert the ogre's infallible nose will detect the aroma of four pounds of jerky in a cupboard.

Trail B. This is clearly an animal trail. If followed, it leads the PCs to a small opening in a hillside. This little cave is the lair of a mated pair of **wolves** (AC 7; MV 18″; HD 2+2; hp 16, 10; #AT 1; Dmg 2-5; AL N). At the back of the cave is a wolf cub which will respond well to the goblin if it is properly cared for.

Trail C. This wide, overgrown trail leads to a lake six miles east. The trail circles the lake in a clockwise direction until it reaches the temple.

Trail D. Four hexes down this trail, the party is accosted by a **giant bumblebee** (AC 5; MV 6″/24″; HD 6+4; hp 30; #AT 1; Dmg 1-6 + poison; SA sting; AL N). This encounter will occur only during daylight hours.

Trail E. This rough trail leads to a large cave in a hillside, the home of a **cave bear** (AC 6; MV 12″; HD 6+6; hp 24; #AT 3; Dmg 1-8/1-8/1-12; SA hugs for 2-16 hp damage; AL N). Inside the bear's cave are the remains of a hobgoblin and his backpack containing a potion of *orc control*.

Trail F. Set into a hill several hundred yards above the small mountain lake is the temple. It has a decidedly Grecian appearance, its huge peaked roof supported by rows of massive granite columns which allow the temple itself to be open to the air. The temple is dedicated to Brigit, goddess of fire and poetry. The building's elven architecture is obvious to all.

Scattered along the shores of the lake are the remnants of houses and small buildings, most of which have fallen into disrepair since the elves departed. Entrance to the temple is gained by the grand staircase leading into the hall of assembly. The roof here is 40′ above the main floor.

Temple Level One

1. Stairways to Level Two. These two stairways lead down to the living areas of the temple priestesses and the apartments of their high priestess.

2. West Platform. A stairway leads up to a platform 10′ above the main floor. The platform supports a huge copper brazier, green with tarnish from years of neglect. The brazier, which is still filled with old coals, rests upon a tripod and weighs several hundred pounds.

3. East Platform. This platform is identical to its western counterpart, but its brazier is tipped off center (a result of the orc chieftain's searching).

4. Elevated Throne. A long stairway ascends to a wide platform 15′ above the main floor. The platform is dominated by a stone throne carved in the shape of an eagle's upper body. If the throne is successfully searched, a secret compartment is found in the right armrest. This compartment is shaped to vertically hold a scepter, but it is now quite empty.

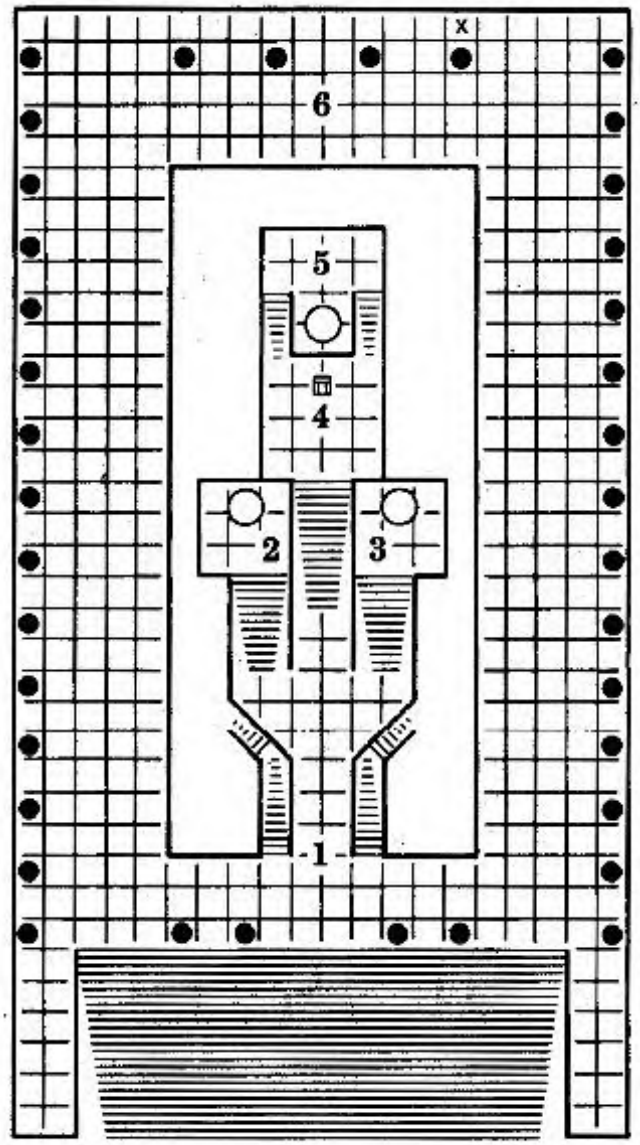
5. High Altar. The last stairways lead up to the primary sacrificial brazier, 20′ above the main floor. This brazier now provides an excellent nest for five **stirges** (AC 8; MV 3″/18″; HD 1+1; hp 6, 5 (×2), 3 (×2); #AT 1; Dmg 1-3; SA blood drain; AL N). If the PCs have paused to search the throne, the stirges gain surprise on 1-3 on 1d6 unless someone specifically states he is keeping watch on the uppermost tier. The stirges have no treasure.

6. Jaculi Columns. The four columns at the northernmost portion of the temple are home to eight camouflaged **jaculi** (AC 6; MV 9″/51″; HD 1; hp 8 (×2), 7, 6 (×3), 4 (×2); #AT 1; Dmg 1-6; AL N). The jaculi (two on each column) are 50% likely to ignore Glitch the goblin if he alone comes near their territory. Anybody larger, however, will certainly excite them into attacking if he ventures closer than 60′ to any of the columns. The jaculi have a horizontal range of 60′ for their aerial bombardment. Thereafter, they must mount a column to attack in this mode again (three rounds required to do so). If forced into melee before they can escape, they attack by biting for 1-2 hp damage.

At the point marked with an X behind the eastern column are the bodies of two gnomes previously dispatched by the jaculi. A search shows that both carried normal short swords, and one had a composite bow with 10 arrows, one of which has an ogre's caricature inscribed upon the arrowhead. It is an *arrow of ogre slaying.*

WITCHES' TEMPLE
Level One

1 square = 10′

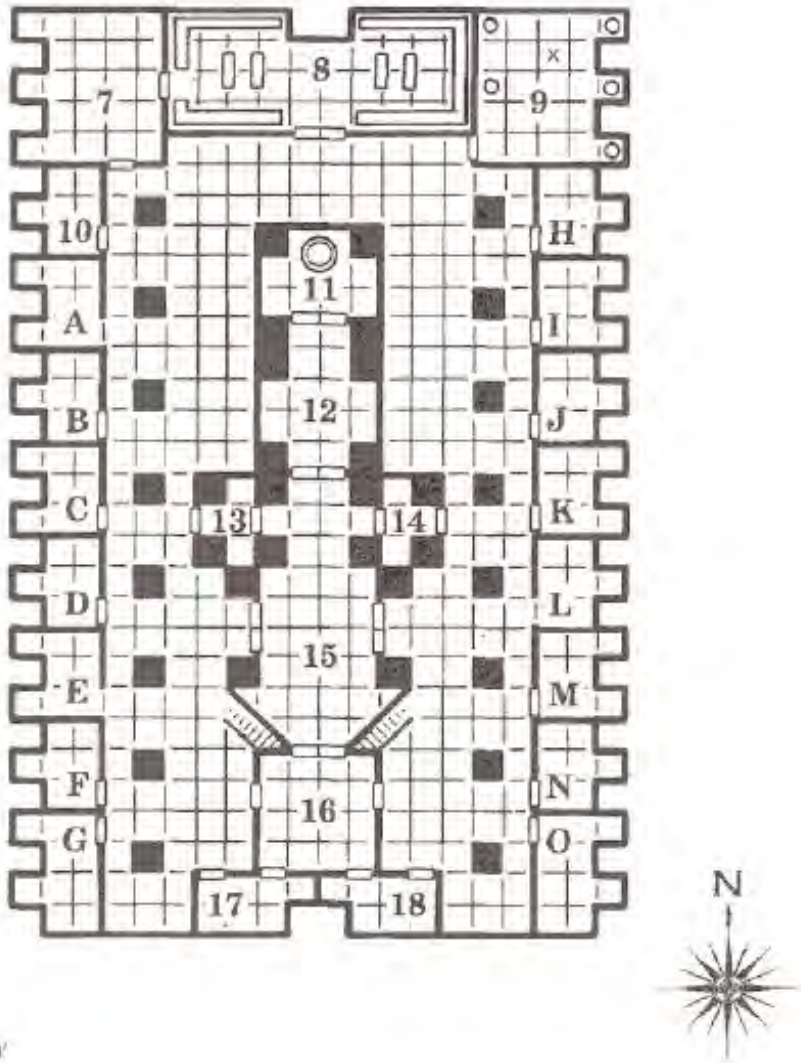


Temple Level Two

The lower portion of the temple was dug out of the hill upon which the structure is built. It is reached by a stairway (area 1) from level one above. Several of the rooms on this level no longer have functioning doors, a result of the orc chieftain's previous searching. All corridors doors in the central portion of this level — containing the apartments of the high priestess, her associate priestess, and their handmaidens — are *wizard locked* (at 12th level of ability) to prevent entry (the spell was cast from a scroll).

7. Kitchen. The northern section of this room contains a well, a sink, and a stove. Storage cupboards lining the

WITCHES' TEMPLE
Level Two



1 square = 10'

south wall contain the rotting remnants of a few mushrooms. Against the western wall is a cupboard holding a few tin dinner services (total value 1 gp).

8. Multipurpose Room. This 100' × 40' room functioned as both the library and dining room. The massive bookcases are now empty, and five tables and benches are the only furniture that remains. If the furniture is carefully checked, an engraved silver whistle (value 10 gp) will be found beneath the easternmost table. The whistle was dropped here when the worshipers packed away their belongings. If it is picked up, a *magic mouth* upon it (speaking in elvish) asks that the whistle be returned to Cyndryl, its owner.

9. Conjuration Room. The orc chieftain dropped his magical drinking horn in this room (at the point marked X). Five human skulls are set on pedestals to either side of the room. Anyone entering causes them to jump and attack with vicious bites. The skulls may jump up to 30' forward before making their attacks. Thereafter they hop about, snapping at the heads and shoulders of any opponents. The skulls will not pursue creatures who leave the room, but return to their pedestals to resume their guardianship.

Biting skulls: AC 5; MV 3"; HD 1; hp 5 each; #AT 1; Dmg 1-6; SD cannot be turned by clerics; AL N. The skulls can bite even Ignatz the wererat, as close examination of their jaws reveals silver dental work.

After the skulls have been overcome, the party may retrieve the drinking horn lying in plain view next to a triangle inscribed upon the floor. The horn is fashioned of ivory and gold, and its desirability stems from the fact that it is ever-full of a palatable — if not good — wine. If this adventure is run with normal player characters, the magical horn has a value of 4,000 gp and is worth 1,000 xp.

10. Priestesses' Living Quarters. Most of these rooms served as bedchambers for the temple priestesses. All except rooms G and O contain a bed, wardrobe, and small dressing table. Other specifics are as follows:

10C. Lurking beneath the bed in the northeast corner of this room is an **ochre jelly** (AC 8; MV 3"; HD 6; hp 25; #AT 1; Dmg 3-12; SD lightning divides creature; AL N) that has entered the temple in search of food.

10G. The door to this chamber is *fire trapped*, causing 1d4+8 hp injury to all standing within 5' of it when it is opened (save for half damage). Inside is a changing room with three empty wardrobes and a large mirror set into a finely crafted oaken frame. The mirror has a value of 100 gp and an encumbrance of 30 lbs.

10H. In the rafters above the doorway of this dusty room lurks a **large spider** (AC 8; MV 6"*15"; HD 1+1; hp 8; #AT 1; Dmg 1; SA poison; AL N). A creature bitten by the spider must save vs. poison or be paralyzed for 3-18 turns. The spider has no treasure.

10O. This chamber is a duplicate of room 10G.

11. High Priestess's Bath Chamber. This room is tiled in green marble with a roof fully 20' high. The large circular bath now contains only brakish water.

12. High Priestess's Chambers. A large unlit chandelier hangs from the center of the vaulted ceiling, and along the eastern wall is a canopied bed with

silken bedding (value 300 gp). The canopy is in reality a **sheet phantom** (AC 3; MV 6"; HD 3; hp 12; #AT 1; Dmg 1-4; SA suffocation; AL CE). It attempts to envelop anyone examining the bed closely. Along the west wall of the room are an empty wardrobe and a dressing table with chair, behind which has fallen a gold-and-pearl comb valued at 250 gp.

13 and 14. Handmaidens' Quarters. Apart from a bed and empty wardrobe, there is nothing of interest in either room. As mentioned earlier, the outer doors are *wizard locked* (12th level).

15. Throne Room. A magnificently carved eagle throne sits before a silver mosaic of an eagle at the chamber's center. As with the throne on level one above, a secret compartment is fashioned into the right armrest and is shaped to hold a scepter. It is likewise empty.

Immediately noticeable by any creature opening a door into the throne room are four burning torches illuminating the area at each corner. They burn indefinitely if left alone but revert to normal torches if removed from this room. Should a creature be so presumptuous as to sit upon the throne, the flames coalesce into four vicious **fire bats** (AC 8; MV 6"/20"; HD 2; hp 12, 10, 8 (×2); #AT 1; Dmg 2-8; SD immune to fire; AL NE) which attack the offender and anyone assisting him. Prior to this, the torches may be extinguished normally, preventing the summoning of the fire bats.

If the eyes of the eagle's head on the throne are examined, they are found to be two black pearls in bone settings (value 250 gp each). Removing the pearls will not summon the fire bats.

16. Associate Priestess's Chamber. This room contains a bed and two wardrobes. Within the wardrobe to the northwest is a pair of brass slippers (value 20 gp) and a jewelled whistle (value 50 gp). A ceremonial robe of darkest blue (value 30 gp) hangs inside the northeast wardrobe, and upon the bed is a turquoise silk comforter with a golden design of an eagle (value 100 gp).

17. Handmaiden's Quarters. This room contains a bed and an empty wardrobe. The door leading into room 16 is *fire trapped* (at 12th level) as a present for trespassers.

18. Handmaiden's Quarters. Another handmaiden was quartered here. On the floor next to the bed is an enchanted human skull. Its last orders were to "laugh if anyone but a female elf leads the way into this room." Should anyone other than a female elf first step foot into the room, the skull emits a diabolical laughter which causes any being of 1 HD or less to flee in terror with no saving throw. Creatures of higher level or hit dice are entitled to a saving throw vs. spells (with wisdom bonuses applicable) to ward off this effect. Those frightened away will not willingly return to this room unless shown that the skull has been destroyed. After it has laughed once, the skull is thereafter powerless.

Inside the wardrobe are some emergency supplies consisting of a bottle of mead, a container of dried fruit sealed in wax, a dagger, and a scimitar. The bottom of the wardrobe is false, concealing a hollow in which has been placed a potion of *extra healing* and a traveling spell-book with the following witch spells (see *Gateway to Ravens Bluff*): *fog, magic dart, read magic, ring around the moon, skull of flame, cure wounds, knock, will o'the wisp, bubbles, phantom steed, smoke sticks.* The DM can substitute other witch spells from DRAGON® issue 114 if desired.

The door to room 16 and the door to the hallway are *wizard locked* at the 12th level.

Concluding the Adventure

If the PC monsters successfully complete their quest, Gronk will refrain from mistreating them for at least a week out of gratitude. Failure, however, carries a high price. If Glitch the goblin returns alive, the rest of the group ends up as kitchen help under his command (fitting punishment). If Glitch has gone on to goblin "heaven," the orc chieftain thinks up a new mission for the survivors. There just happens to be this high-level ranger who's been giving him some problems. . . .

Bert the Ogre

AC: 5	**S:** 18/80
MV: 9"	**I:** 6
HD: 4 + 1	**W:** 3
hp: 25	**D:** 8
#AT: 1	**C:** 17
AL: CE	**Ch:** 7

Dmg: By weapon type

Possessions: Loincloth, wooden club, backpack containing 50 lbs. of rations (about two days' food — for an ogre).

You are the chieftain's most powerful guard, and your simple philosophy on life is to kill (and eat) whatever gets in your way. You're somewhat surprised that you got into trouble and were sent on this mission; you were certain the chief wouldn't notice the head of his roast boar was missing. Your most valued possession is a wonderful club that the witch doctor said was magical but was stupid enough to trade you for a bottle of blue liquid you had found. Boy, did you get the better end of the deal!

Krosh, Orc Witch Doctor

AC: 6 **S:** 10
MV: 9" **I:** 12
HD: 2 **W:** 12
hp: 15 **D:** 10
#AT: 1 **C:** 12
AL: LE **Ch:** 14
Dmg: By spell or weapon type

Possessions: Backpack with four days' rations; dagger; iron unholy symbol; silver unholy symbol; scale mail armor; potion of *extra healing* (one dose); potion of *delusion* (one dose); spell book with the following spells: *affect normal fires, shield, sleep, read magic, write, knock, magic mouth.*

Spells memorized: *sleep, shield, knock, cure light wounds* (×2), *chant.*
You're the most powerful spell-caster in the chieftain's employ, functioning as a 3rd-level magic-user/3rd-level cleric. You'd like to think you were assigned to lead this important expedition because of your skills and qualifications. Yet in the back of your mind is the nagging thought that this quest came about as a result of your failed attempt to sneak into the chieftain's harem — a failure which caused you to realize that the potion you thought was of *polymorph self* is really one of *delusion.* You also possess a potion of *extra healing* that Bert the ogre was stupid enough to trade you for a dead tree branch. But your most prized possession is a spell book obtained from a drow magic-user, who was kind enough not to object when you pried it from his cold, dead hands.

Ignatz the Wererat

AC: 6 **S:** 10
MV: 12" **I:** 12
HD: 3+1 **W:** 9
hp: 15 **D:** 14
#AT: 1 **C:** 13
AL: LE **Ch:** 7
Dmg: By weapon type
SA: Surprise on 1-4
SD: Silver, +1 or better weapon to hit; monster of 4+1 HD to hit

Possessions: Long sword, backpack with three days' rations.

You're the most skilled spy the chieftain has, and your ability to change into a rat-faced human has been put to good use to obtain information from people of that race. Unfortunately, your last excursion failed when Roger the Ranger's sword began to glow the second you stepped out of the woods to draw him into the waiting trap. You managed to escape, but the seven orcs with you weren't so fortunate. That's probably the reason you're here right now. And the chief has sent you off so quickly you didn't have time to pack your clothes. Rats!

Glitch the Goblin

AC: 6 **S:** 9
MV: 6" **I:** 11
HD: 1-1 **W:** 12
hp: 6 **D:** 17
#AT: 1 **C:** 10
AL: LE **Ch:** 6
Dmg: By weapon type

Possessions: Short sword and scabbard, sling with 10 stones, thief's tools, sack filled with unpalatable food scraps (two days' rations for a goblin), dirty robe and boots.

Thief Abilities (including dexterity bonus):

PP	OL	FT	MS	HS	HN	CW
30%	20%	10%	30%	20%	5%	60%

You're a mess cook for the orcs — in other words, you cook up the mess they eat. You aren't the least bit surprised you're here, since you're always getting into trouble for something you didn't do. But someday you'll show them all — just as soon as you can find someone to teach you how to be a paladin (you've heard they're pretty tough). While waiting for your big chance, you've picked up some thieving skills from a halfling prisoner who was the only other being around as short as you. You were quite an adept learner until the halfling disappeared one evening after reporting to the chieftain that the food had run out. He never returned, but was thoughtful enough to leave his equipment with you.

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3	Marc Plaza-Tower	$70	$77	$10	n/a	n/a
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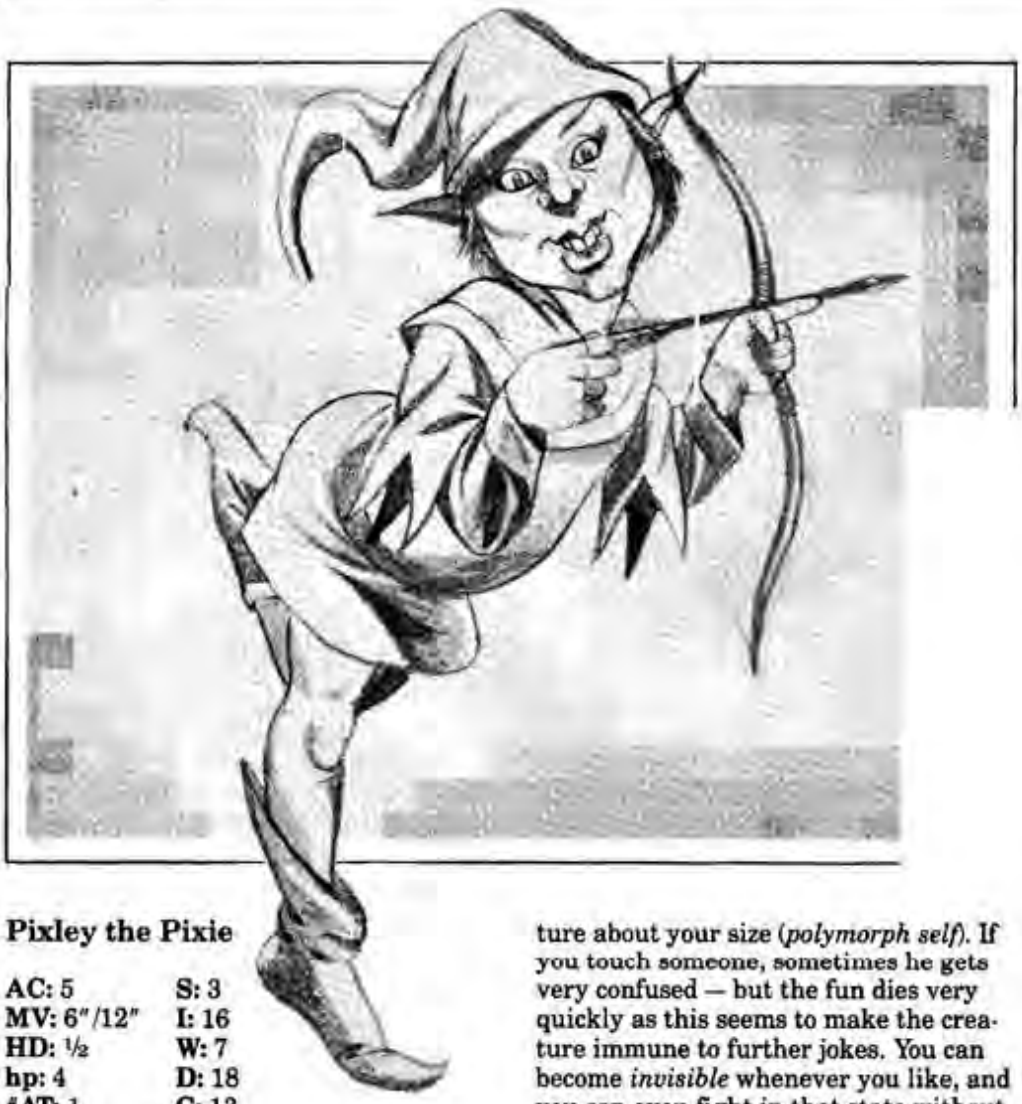

Pixley the Pixie

AC: 5	**S:** 3
MV: 6"/12"	**I:** 16
HD: ½	**W:** 7
hp: 4	**D:** 18
#AT: 1	**C:** 13
AL: N	**Ch:** 14

Dmg: By weapon type
SA: Magic use, attack while invisible

Possessions: Pixie-sized bow with magical arrow, robe.

Your most prized possession is a magical golden arrow that *teleports* back to its quiver on command. It has a range of 30', does 1-3 hp damage, and may be fired once per round.

You have a number of special abilities you may use once per day. For instance, you can create an illusion with sight and sound which lasts until another spell-caster makes it go away. You can do fancy tricks with magical lights (*dancing lights*) and, if you try real hard, you can read a creature's mind so you can know the most effective joke to play on it (*ESP*). You can also tell how nice or how mean a creature is (*know alignment*), and you can also have fun *dispelling* someone else's magic when he least expects it. Whenever you want, you can turn into a bird or similar creature about your size (*polymorph self*). If you touch someone, sometimes he gets very confused — but the fun dies very quickly as this seems to make the creature immune to further jokes. You can become *invisible* whenever you like, and you can even fight in that state without becoming visible.

Quite recently, you discovered these funny monsters in the forest, arguing over a blue potion bottle. The big guy traded the pretty bottle to the ugly one for a tree branch, so you decided to follow these strange creatures to see what other funny things they'd do. You didn't have long to wait, watching with amusement as they leaped into the bushes to hide from some men on horseback. The top of a scroll case was peeking out of the ugly one's pack, and it just — somehow — seemed to fall onto the roadway just where the horsemen were sure to see it. It was great fun watching the monsters worry about the map they had lost, though you felt sorry for the short one since everyone seemed to blame him.

Up to now, you've remained invisible, and no one knows you're around. You may or may not chose to reveal your presence — whatever will be the most fun. Also, you don't want to get them in too much trouble or they might get killed. Then where would your fun come from? Ω

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SECRETS OF THE TOWERS

BY LARRY CHURCH

The shortest distance between two points is not always a straight line.

Artwork by Roger Raupp
Cartography by Diesel

Larry Church plays in a rock band and is preparing to send off some original songs for publication. He has been thoroughly enjoying himself in the Forgotten Realms, as he hasn't had much chance to actually play (instead of run a game) in quite some time. And, of course, he has a module or two in the works for DUNGEON™ Adventures.

While a single-purpose quest campaign can be fun, it can also have a one-dimensional feeling to it. Side adventures can provide a refreshing change of pace, but an interesting subplot or two intertwined with the main plot adds richness and depth to any campaign. "Secrets of the Towers" is a series of short, interrelated adventures that provide the DM with such a subplot in an AD&D® game.

For the Dungeon Master

The towers — there are 12 in all — are meant to be encountered a few at a time as characters acquire the levels necessary to tackle them, and are broken down into five groups (A-E) as follows:

Group A (Towers One and Two): 1st- to 3rd-level characters. The players should start with Tower One.

Group B (Towers Three, Four, and Five): 3rd- to 5th-level characters. Tower Three should be encountered before the others of this group.

Group C (Towers Six, Seven, and Eight): 5th- to 7th-level characters. Tower Six should be the first here.

Group D (Towers Nine, Ten, and Eleven): 7th- to 9th-level characters. The characters should discover Tower Nine before the other two.

Group E (Tower Twelve): Lower name-class levels.

It is recommended that the first group or two of towers be encountered with no background knowledge. If the PCs are curious about the towers after that (as they should be), let them search libraries and consult sages for information. Give them whatever clues you feel appropriate, with the following restrictions. Do not give locations to the towers other than Towers Six, Nine, Twelve, and possibly Three. Let them find the rest by themselves by playing with the portals. Do not give information on how the towers are connected. Do not tell the players how many towers there are in total until they have gone through Tower Six.

The towers should be placed in uninhabited regions, where their existence

can remain a mystery to the general populace.

History of the Towers

No specific history of the towers can be given, since they must fit the history of your campaign, but here are some guidelines and suggestions. The towers are ancient; they have existed as long as anyone can remember. Given the longevity of the various AD&D game races, this means that the towers were created at least 2,000 years ago.

The towers are relatively unknown, so don't tie them in with the well-known legends of your campaign. This doesn't mean that they cannot be significant, however, perhaps relating to important, if obscure, legends.

One of the original purposes of the towers was quick travel. At one time, they were all interspacially connected so that one could travel between distant towers in a matter of seconds. Reflecting this, the creator(s) of the towers had to have some magical abilities (perhaps a sorcerous coven made them; perhaps even the gods made them for some forgotten reason).

The towers were abandoned by their original owners long ago (again, beyond living memory — at least 2,000 years), then fell into disuse and were forgotten. Their magic has been fading since then, and some of the interdimensional connections between the towers have failed.

Structure of the Towers

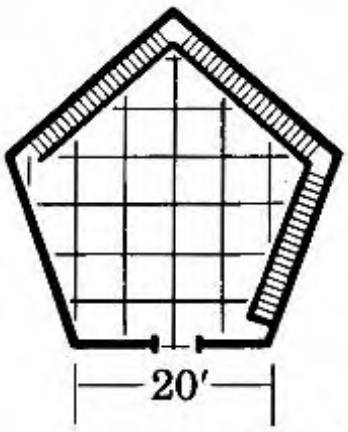
All of the towers have pentagonal bases, 20′ to a side (see diagram below). They have various heights and numbers of levels; these will be noted in the descriptions of each specific tower. Unless otherwise noted, all towers have the following features:

— A simple, open archway serves as the only ground-level entrance.

— Stone stairs, 3′ wide, run along the interior walls and connect the levels. These stairs have no railings and rise at a rate of 10′ per wall length. (The stairs in the diagram go up 30′.) Stairs always start just right of the entrance arch.

— There are seldom any doors, just holes in the floor where the stairs come through.

— Windows are merely square or rectangular holes in the walls. There is usually no glass. There are never any windows on the top level of a tower where the interconnecting magical portals are located.



The Magical Portals

On the top level of each tower are five magical portals, one on each wall. They are 5′ wide and 10′ tall. Each portal is located in the center of a wall and is indistinguishable from the rest of the wall.

These magical portals connect one tower with another. There are three kinds of portals: two-way, one-way, and nonfunctioning. All were originally two-way, but some of the enchantments have worn off over the centuries.

Two-way portals allow the user to go back and forth between the towers they connect as often as desired. These portals radiate strong magic of the alteration type.

One-way portals allow travel in only one direction. If you can get from A to B with one of these, it is impossible to get back from B to A. If any object (or person) is put partway through a one-way portal, it cannot be pulled back. The functional side of a one-way portal radiates strong magic just like a two-way portal, so there is no clue that travelers cannot return the way they came. On the other side, a one-way portal radiates magic only dimly.

Nonfunctioning portals no longer work at all, but they still radiate weak magical auras.

The Tower Pathways diagram (on page 36) shows how the portals connect the towers. Dotted lines indicate nonfunctioning portals. Solid lines show working portals, and arrows indicate one-way and two-way portals. Example: From Tower Three, there is a two-way portal to Tower Four. On the wall to the right of this two-way portal in Tower Three, there is a one-way portal going to Tower Five. Next, there are two nonfunctioning portals which once connected with Towers Seven and Six, respectively. Last, there is a portal coming from Tower Eight that cannot be used from Tower Three.

To use a portal, simply walk through it. No command words are needed. The user appears to walk through the wall, disappearing from the tower and emerging in a new one.

Tower One

Location: Any remote area.

History: About a year ago, an orc shaman named Munjuk had a vision from his deity, Gruumsh. He saw many orcs of different tribes lay down their banners and pick up the standard of the Evil Eye tribe, to which Munjuk belonged. The orcs gathered around a magical tower where they swore allegiance to the chief of this tribe, then went forth and conquered the lands of their enemies, thus bringing victory and glory to Gruumsh.

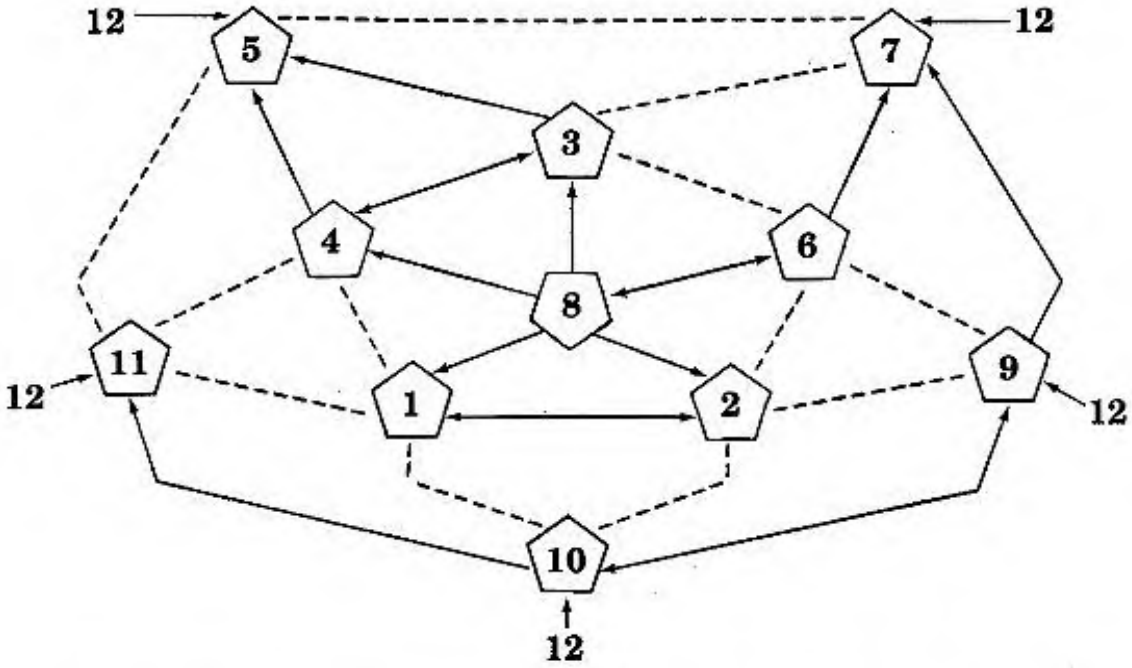
Munjuk spoke of the vision to his chief, who commanded him to search for the tower. With a small group of orcs, Munjuk set out. Several months were spent in fruitless search, and the orcs began to grumble. Just when it looked as if the orcs would desert Munjuk, Tower One was discovered. Taking this as a sign, the orcs moved in and sent a messenger back to their tribe. The orcs now hold the tower, awaiting the arrival of their chief.

Description: The tower stands about 80′ tall, with windows on at least three levels. Surrounding the tower is a circular ditch, a former moat which has gone dry. The front gate has long since deteriorated, and a crude bridge lies across the ditch to the opening. A curious rune is etched over the opening:

Inhabitants: There are 14 orcs in all here. Two of them are of special note:

The leader of the group is the 4th-level shaman, **Munjuk** (AC 4; MV 9″; attacks as HD 3; hp 16; #AT 1; Dmg by spell or weapon type (flail); AL LE; chain mail and shield). Munjuk normally carries the following spells: *cause light wounds* (×2), *protection from good,*

TOWER PATHWAYS



augury, chant. He also has a pouch containing herbs, leaves, and a pearl worth 120 gp.

Gripple (AC 4; MV 9"; HD 2; hp 11; #AT 1; Dmg by weapon type (broad sword, hand axe); AL LE; chain mail and shield) is a subchief of the tribe. He was sent to assist Munjuk and greatly resents it. He openly despises Munjuk and might be willing to assist PCs in doing away with the shaman. Gripple just wants to go home and does a lot of griping. He carries 45 ep on his person.

Most of the other orcs sympathize with Gripple. They want to go home also, but they fear Munjuk. All these orcs have AC 6 and 1 HD. Each carries 2-12 ep.

Name	Hit points	Weapons
Dulzad	8	broad sword/spear
Najin	6	axe
Cripper	5	axe
Zot	4	broad sword/spear
Uk-Mar	4	axe/short bow
Narg	7	spear
Brozdam	2	axe
Retch	6	halberd
Allog	6	axe/short bow
Ogram	4	axe/bardiche
Brong	7	spetum
Crupe	7	broad sword/spear

There are usually only 11 orcs at the tower at any one time. The other three are out hunting food. PCs might encounter these orcs on the way to the tower. Munjuk and Gripple take turns commanding the tower, Gripple by day and Munjuk by night. The others have eight hours of watch duty each day. At any given time there are three orcs on guard: two at the entrance and one on the third level looking out the windows (the fourth level has no windows). The rest are on the first level engaged in sleeping, eating, or resting, but with weapons close at hand.

Level 1: The ceiling is 40′ high. There are normally three orcs sleeping here and three more orcs awake but off duty. If surprised, these orcs have AC 9 since they are not wearing their armor. There is some partially eaten meat on the table, uncooked but fairly fresh. Half-full water skins are nearby.

Level 2: The ceiling is 13′ high. Munjuk and Gripple take turns sleeping here. There is a makeshift altar to Gruumsh made of local materials in one corner. Beside it is a crude bronze chalice worth 2 gp.

Level 3: Again, the ceiling is 13′ high. There is usually one orc here on patrol, looking out the windows and guarding any prisoners on the fourth level. Stairs lead up to a stout trapdoor.

Level 4: The ceiling here is lower, only 10′ high. If the PCs are subdued or captured, they are placed here, sans weapons, armor, and obvious magical implements. Munjuk plans to sacrifice them to Gruumsh. None of the orcs know about the magical portals. A two-way portal to Tower Two is on one of the walls. If the PCs fail to discover this portal and get stuck here, the DM can have Gripple offer them their freedom in return for Munjuk's head.

Tower Two

Location: Any remote site not in a plains, desert, or mountain region.

History: This tower has been deserted for quite some time and gives no clues to the identity of its former inhabitants. Several days ago, however, a giant constricting snake cornered its prey on the

second level of the tower. It has been docile since the meal and is just now waking up.

Description: This short (30'-tall) tower has first-floor windows on four walls and an open archway on the fifth. Over the archway is a rune:

Level 1: Grass grows through the cracks in the floor below the 20' high ceiling, especially near the windows and the archway.

Level 2: The ceiling is 10' high, and there is an open trapdoor in the floor. Also in the room is a **giant constricting snake** (AC 5; MV 6"; HD 6+1; hp 22; #AT 2; Dmg 1-4/2d8; SA constriction; AL N). Having recently eaten, the snake is content to warily watch the PCs as long as they keep their distance and do not attack. It also moves slowly (6") due to its semi-docile state. Unfortunately, it has chosen to curl up right next to the room's only exit (other than the magical portal to and from Tower One) and will attack anyone coming within 10'.

Tower Three

Location: Any remote place.

History: A few decades ago, a band of thieves robbed a royal palace. Fleeing to the wilderness, they came upon this tower and decided to hide out here until the monarch's anger died down. The thieves placed traps in the tower and hid their booty in the top level. They did not discover the magical portals.

But the monarch's men discovered the thieves' location and laid siege to the tower. The first soldiers to enter the tower died in the traps, so their commander decided to use flaming arrows and oil to smoke out the thieves. The thieves tried to sneak out, carrying much of the treasure, but were all caught and brought to justice. Some of the treasure still remains in the tower, protected by the thieves' traps.

Description: The tower is 65' tall. Its blackened walls give evidence of a past fire. The front gate is open, and a guillotine blade blocks the entrance. Two halves of a skeleton lie on either side of the blade. Over the entrance is the rune:

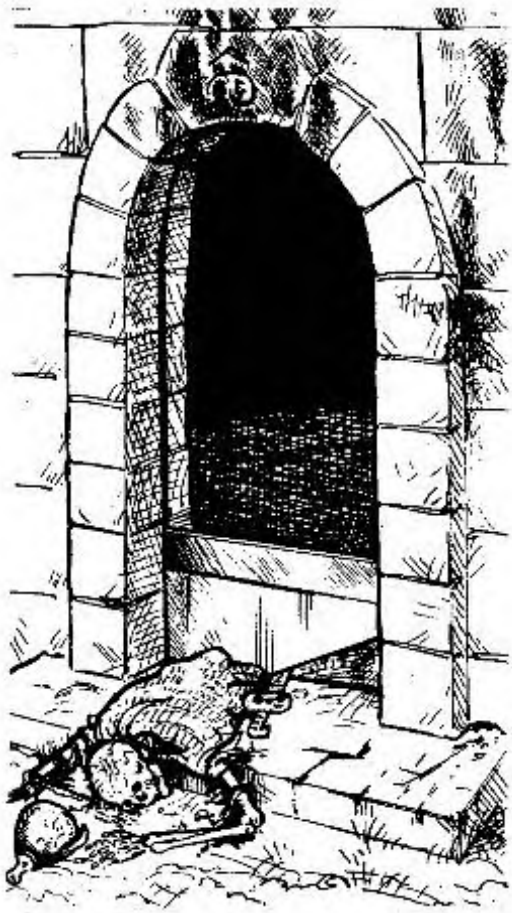
Level 1: A sprung guillotine trap partially blocks the entrance. The walls and ceiling (13' above) are black with soot. There are two sets of stone stairs going up, one to the right of the entrance and another to the left. The left staircase is of newer construction; about halfway up are four pressure-plate steps. These steps, and two steps above and below them, are discolored. Stepping on the pressure plates causes acid to drop through small holes in the ceiling, doing 3-12 hp damage plus the victim's armor class (not counting shield unless one is held over the head). Halfway up the right-hand staircase is a pressure plate with a *Leomund's trap* spell on it. A *find traps* spell shows this as only an undefinable trap (which is a clue in itself).

Level 2: The walls, 10'-high ceiling, and floor have soot on them. The acid trap over the left stairs of Level 1 can be seen here. Only the right-hand stairs continue up to the next level, and they are not trapped.

Level 3: The ceiling here is 15' high. Two-thirds of the way up the stairs is a thin trip wire. If this wire is touched, a 10'-diameter cloud of poison gas spews through a crack in the stair, causing 35 hp damage to anyone within the cloud (save vs. poison for no damage; the PC is assumed to be holding his breath). The cloud dissipates after one round.

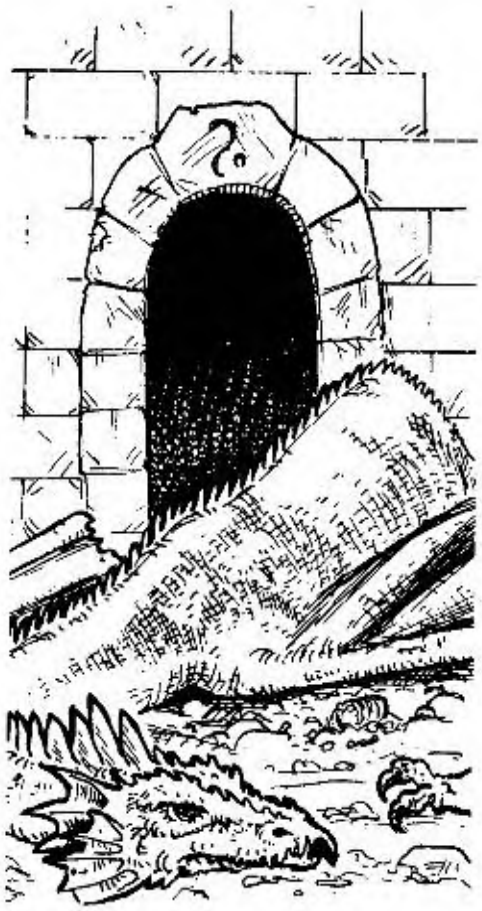
A blackened wooden ladder leads up to the next level. Although it is not trapped, the ladder is obviously no longer sturdy. When a PC attempts to climb the ladder, divide his fully loaded weight by three to get a percentage chance that the ladder will break. Half the time, the ladder breaks above the midpoint, allowing the PC a dexterity check on 1d20 to catch the lip of the trapdoor and pull himself up. The top section of the ladder, however, is ruined for other climbers. The other half of the time, the ladder breaks below the midpoint, dropping the PC to the ground without injury but ruining the lower portion of the ladder. It should be obvious to the PCs that there is no chance that the ladder will hold more than one person (even two halflings), but if more than one does climb, the ladder always breaks. Assess damage and chance to catch the lip of the trapdoor based on the relative positions of the climbers.

Level 4: The original stone stairs have been removed. There is a sturdy trapdoor in the ceiling 10' above, at the top of the now-missing staircase. Unseen from below, large stones and rocks rest on top of this trapdoor. These will do 5-50 hp damage to anyone standing beneath the trapdoor when it is opened (save vs. petrification for 2-20 hp damage; add dexterity bonus/penalty to saving throw). Elsewhere on the ceiling is a secret trapdoor which is safe to open.



The six 2'-wide and 3'-high windows in this room are also trapped, designed to halt anyone climbing through them from the outside. Any pressure greater than 20 lbs. on the bottom of a window causes a 2' × 1' × 1' block of stone to fall on the victim, doing 1-12 hp damage. If the character is climbing in from the outside, the only way to avoid the trap once it is set off is to let go of the window and drop 40' to the ground below (doing 10d6 hp damage).

Level 5: The ceiling is 10' high. There is no soot in this room. If the trapdoor in the floor was not opened from below, a pile of stone and rubble rests on the floor. There are two functioning magical portals here, a two-way portal to Tower Four and a one-way portal to Tower Five.



Probably more interesting to the PCs' minds are the five chests pushed against the walls here:

Chest 1: (3′ × 2′ × 2′) The latch is open but the top is closed. When this chest is opened, a "click" is heard, the sound of a trap mechanism which has already been sprung. There is no treasure in this box.

Chest 2: (1′ × ½′ × 1′) This small chest is shut and locked with both a padlock and a *wizard lock* spell (8th level of effect). If someone tries to pick the lock, a tiny but sharp blade shoots out of the mechanism. It does only 1-4 hp damage but renders one hand of the lock-picker useless until cured by magic. Inside the chest are 100 sp, 120 gp, 15 pp, and an amethyst worth 110 gp.

Chest 3: (2′ × 1½′ × 1′) This chest is locked and has a *fire trap* spell on it which does 1d4+8 hp damage in a 5′-radius when opened. There is nothing in the chest.

Chest 4: (2′ × 3′ × 18″) This large chest is open and empty, save for a few copper pieces lying in the bottom. There is, however, a false bottom in the chest. It is nailed shut and must be dismantled to find the fine silver chain (worth 200 gp) hidden beneath.

Chest 5: (4′ × 3′ × 1½′) This chest is empty and *fire trapped* like chest 3.

Tower Four

Location: Any remote place, preferably in the vicinity of a ghost town.

History: Approximately 250 years ago, a nobleman named Bela Houseman discovered this tower and decided to set up residence here. The tower was remodeled according to his instructions, and the Houseman family moved in. They enjoyed their new abode for 30 years, until Bela Houseman died. He was interred in the tower's basement.

Shortly after Bela's death, strange occurrences began to happen in the nearby village, and the superstitious townspeople came to the erroneous conclusion that the Housemans were vampires. A priest of the local church led a mob of residents to the tower and attacked Bela's family and retainers. The priest was killed in the resulting battle, but the townspeople were able to get to Bela's corpse and drive a wooden stake through his heart. The remaining Housemans were tried and executed.

The town has since been ransacked by thieves, and the town was eventually abandoned and forgotten. There is nothing in the currently uninhabited tower which poses any threat, but PCs are in for a thrilling adventure anyway. It will appear as if they are facing a foe beyond their capabilities.

Description: The tower is 75′ tall, with windows on various levels except the top floor. The windows are framed and apparently once held glass, now long gone. There is a flagpole on the roof. "Houseman Tower" is inscribed over the beautifully fashioned oak entrance doors, and closer observation can reveal traces of older writing which has been partially removed.

Level 1: The rotting, carpeted floor and 40′-tall wooden ceiling are obviously of newer construction than the tower walls, but they are still old. Shards and pieces of a rather gaudy crystal chandelier lie on the floor. Carpeted stairs with a richly carved banister lead up to Level 2.

A faint scratching sound can be heard coming from below. The sound can be traced to a corner of the room. If the carpet is pulled back, a concealed trapdoor leading to the basement is discovered.

Basement: Once the trapdoor is opened, loud scratching and chewing sounds are heard. A ladder rests against one side of an earthen tunnel leading down into darkness.

The tunnel leads down to a small (10′ × 12′) chamber which has wooden walls and a wooden ceiling but a dirt floor. There are several rat holes in the walls, and about 30 of the creatures are scampering about the room. A few are chewing on a wooden coffin which rests on the floor. The rats will not attack unless cornered, and can be easily shooed away.

The words "Count Houseman" are inscribed on the top of the coffin. No dates are given. Rusted nails that once held the lid shut lay scattered in the dirt. Upon lifting the lid, the adventurers see the skeletal remains of Bela Houseman. A silver piece rests over each eye socket, and a long wooden stick is lodged in the corpse's rib cage. No harm will come to anyone brave enough to steal the silver pieces.

Level 2: This opulent bedroom has a wooden floor and a 12′-high stone ceiling (part of the original construction of the tower). A four-poster bed, devoid of pillows and sheets, rests shrouded in cobwebs. An empty dresser has pieces of broken mirror on it. One door of a closet is slightly open, creaking softly in the draft. The closet is also empty.

Level 3: Adventurers entering here startle a bat, who flies once around the room and then out a window. The ceiling here is 8′ high, and there are four chests against the walls. Three of them are open and empty; the last is closed. Closer examination reveals that the lock has been broken and this chest, too, is empty.

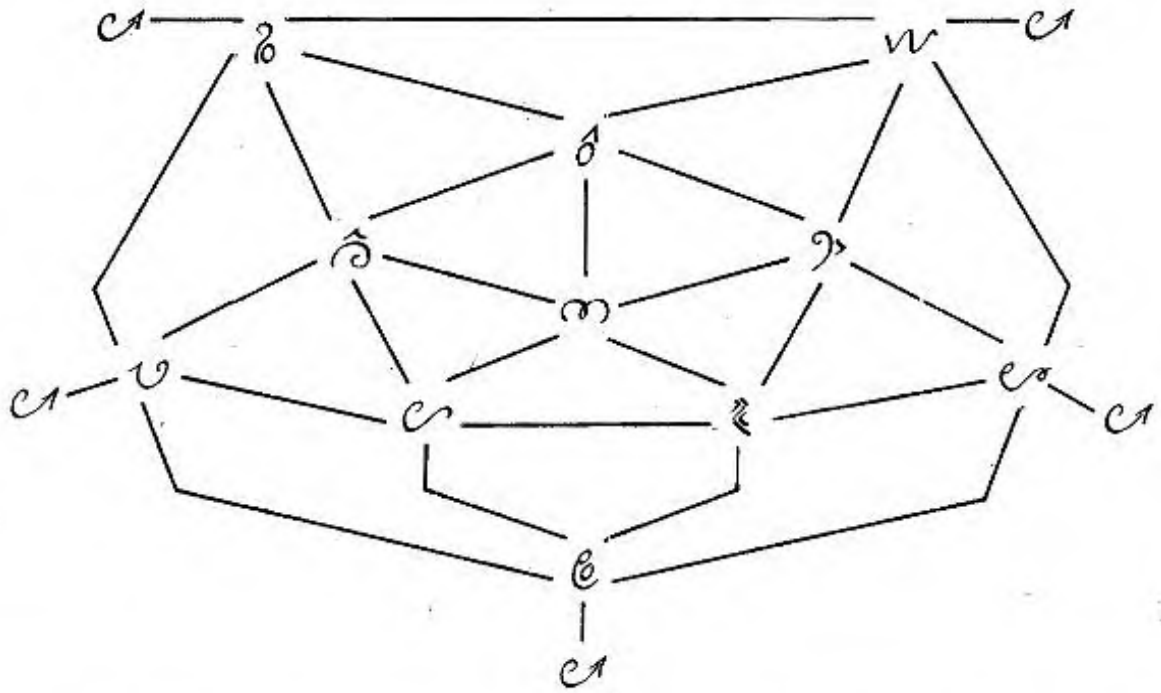
Level 4: There is a two-way portal to Tower Three and a one-way portal to Tower Five. The ceiling is 10′ high and there are no windows. A skeleton lies on the floor with a broken holy symbol near its right hand.

Tower Five

Location: Any remote place.

History: The previous inhabitants departed far too long ago to leave any trace save one: the roof of the tower was removed, perhaps to make an observatory. Recently, a passing green dragon took note of the roofless tower and decided that it would be a good place to stash valuables. The dragon dropped its

DESIGN FOUND IN TOWER SIX



treasure into the top floor and now spends most of his time guarding the front exit, except for occasional hunting forays. The dragon does not know about the magical portals.

Description: The tower is 50′ tall and has windows on two levels. A green dragon lies curled up in front of the entrance, beneath an odd rune above the doorway:

Level 1: A 25′-high ceiling looms over a bare earthen floor. The most obvious feature is a young adult **green dragon** resting just outside the exit (AC 2; MV 9″/24″; HD 8; hp 32; #AT 3; Dmg 1-6/1-6/2-20; SA breath weapon; AL LE). The dragon cannot speak or use magic. There is a 40% chance that the dragon is asleep. Should he become aware of the PCs, he attacks immediately.

Level 2: The ceiling is 12′ high, and there is little of note here. If a character pokes his head out the window above the front entrance, he can see the dragon below.

Level 3: The walls here are 10′ tall, but they support no ceiling. None of the portals work going out of this place. Scattered across the floor is a handsome treasure: 55,000 sp, 10,000 gp, a bejeweled *long sword +2*, a *crystal ball* (no additional powers), and a potion of *treasure finding*. Characters entering via the portals from Towers Three, Four, or Twelve will likely step on a few coins. The dragon will certainly hear this if he is awake. If he is asleep, and the PCs state that they are attempting to be quiet, he will not awaken.

Tower Six

Location: Deep in a dense forest.

History: About 40 years ago, a druid named BarJason Underhill got fed up with the ritualistic hierarchy of his druidic order. Feeling that he could study the ways of nature better on his own, he moved to the forest, discovered this tower, and took it as his home.

Since then, BarJason has been enjoying a hermit's life at the tower, which he has remodeled to suit his tastes and protected with spells of hiding and warding. He jealously and militantly guards his privacy from any intruders.

BarJason has discovered the portals and has trapped them to avoid any unauthorized entrance into his tower. He has no interest in using them.

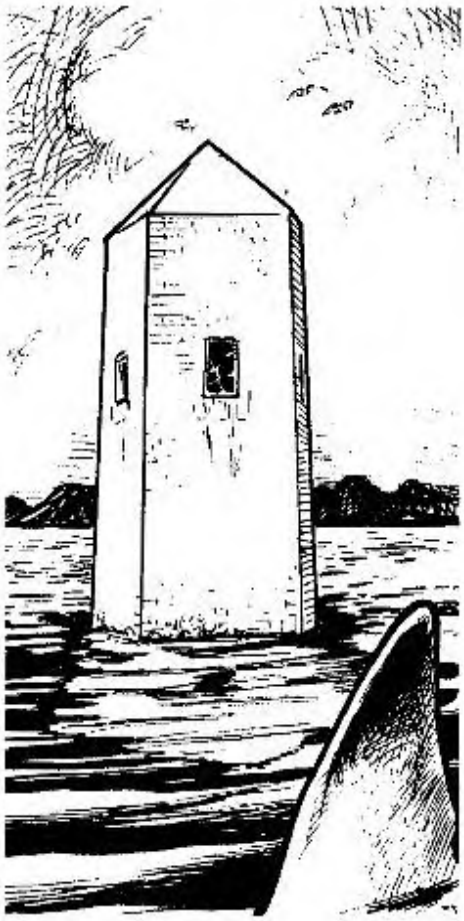
Note: It is highly unlikely that the PCs will encounter this tower by chance. The DM may have to provide clues to its existence and location.

Description: The tower is partially hidden by the surrounding forest, and especially hidden by a *hallucinatory forest*, a dense cluster of trees and vegetation. There are a few *snare* spells set in the area. When the party enters the *hallucinatory forest*, roll 1d4 for an encounter:

1d4	Encounter
1-2	None
3	*Snare* trap
4	BarJason (in bear form)

Roll again when the PCs are halfway through the forest, and a third time just before they enter the tower. BarJason will not be encountered more than once in the forest, however.

The tower itself is 55′ tall. Its outer walls are decorated with bas reliefs of nature scenes. (BarJason has been busy with his *stone shape* spell.) These de-



signs give purchase for the roots of thick, easily climbable vines that grow all the way up to the roof. The main archway has a rune just over it:

BarJason Underhill, 68-year-old human male: AC 4; MV 12"; D9; hp 41; #AT 1; Dmg by spell or weapon type; S 9, I 12, W 16, D 11, C 8, Ch 16; AL N. Spells: *detect poison, entangle, faerie fire, invisibility to animals, locate animals, predict weather, speak with animals, charm person or mammal, create water, heat metal, locate plants, obscurement, reflecting pool, neutralize poison, summon insects, tree, cure serious wounds, speak with plants, pass plant.* Items: *elven cloak, bracers of defense* (AC 4), oak staff, three poisoned spears (type C insinuative; +2 on saves), brown robes, greater mistletoe, other material components.

BarJason often uses his druid's *shape change* ability to wander the area in the form of a *black bear* (AC 7; MV 12"; hp 41; #AT 3; Dmg 1-3/1-3/1-6; SA hugs for 2-8 hp; AL N). If the PCs encounter him in this form, he growls at them. This is their only warning. If they do not leave the area, he will take steps to force them away or kill them if necessary.

Level 1: Long, thin windows reach nearly from the floor to the 30'-high ceiling. The stone floor has been torn up and removed, and flourishing plants (mostly ferns) grow in the rich soil. A crude but sturdy wooden ladder leads up to a hole in the ceiling.

Level 2: A soft bed of leaves and pine needles rests on the floor. There are sparse belongings here: a wooden cup, a few metal knives and forks, a battered pot half full of water, and a change of clothes. A wooden ladder comes up through a hole in the floor and continues through a hole in the 10'-high ceiling.

Level 3: An interesting design is etched into the floor here (see page 39). It has been worn down by time but the runes are still readable. This design shows the relationships of the portals to each other, with Tower Six in the center. The runes correspond to those engraved over the main entrance to each tower.

The two-way portal to Tower Eight has a wooden door hastily constructed in front of it. This door is outlined in charcoal, a clue that it is *fire trapped.* Anyone within a 5' radius of this door when it is opened takes 1d4+9 hp damage. The other functioning portal, going to Tower Seven, is not trapped as it is a means of exit only and cannot admit intruders.

Tower Seven

Location: A remote tropical seashore. The tower is a bit offshore and partially submerged.

History: This tower was originally built on land, but the ocean has crept in over the centuries. It now stands about 200' offshore. Currently, it is inhabited by Boak, a wereshark. He resides in the tower's upper levels while in human form, and in the flooded first level when in shark form.

Description: The top of the tower lies 50'-60' above sea level, depending on the tides. The upper windows are large and appear to have once had glass in them. The ocean waves have worn away the rune over the main entrance, which is underwater.

Boak, human male wereshark: AC 0; MV 12"//21"; HD 10+3; hp 55; #AT 1; Dmg 5-20; SD +1 or silver weapon to hit; AL NE. In human form, Boak's statistics are: AC 9; MV 12"; F9; hp 55; #AT 3/2; Dmg by weapon type; S 17, I 14, W 15, D 15, C 14, Ch 8; AL NE; *broad sword* +2.

Boak was formerly a ranger, but he has given up fighting his disease and is now neutral evil. He has lost his ranger abilities, of course, but he still keeps a magic-user scroll around in the hope that he might somehow regain his spell-casting abilities.

Level 1: It is 35' from floor to ceiling. Most of this level is underwater, which varies from 20' to 30' in depth. Boak keeps most of his treasure here: 3,500 ep, 2,500 gp, a potion of *healing* (seal has partially leaked, so it only heals 3-6 hp), a waterproof scroll case containing a scroll of *Tenser's floating disk, knock, dispel magic,* and *wizard eye.* Also in the area, swimming in and out of the windows and guarding the treasure, are five **sharks** (AC 6; MV 24"; HD 5; hp 27, 24, 22, 21, 19; #AT 1; Dmg 2-8; AL N).

Level 2: Stone stairs lead from this empty room 15' up to the next level. Boak sleeps here during the daylight hours, his sword by his side.

Level 3: This tower was once a lighthouse, with this level serving the main function. Stone stairs lead 15' up to the top level.

Level 4: The ceiling here is 10' high. Boak does not know about the three functioning portals, none of which is operational from this side.

Tower Eight

Location: Any remote place.

History: Forgotten and irrelevant.

Description: This 60'-tall tower is in poor shape, having taken a severe beating by the elements. It has obviously been unused for a long time. There is a rune above the entrance, faint but still readable:

Top (and only) level: Upon entering through the portal from Tower Six, the PCs discover that the floor of this level is missing, leading to a 50' drop and 15d6 hp damage. On the bright side, all of the portals leading out are functional — but they, too, are 50' above ground.

Tower Nine

Location: Any remote place.

History: The baron cambion Nangir (see Tower Twelve), realizing the potential danger of the magical portals to his plans, placed undead guards on the "other side" of the two Tower Twelve portals he knew were functional (in Towers Nine and Eleven). This tower is occupied by shadows.

Description: The tower is 50' tall. All of its windows have been boarded up. A rune is etched over the entrance:

Level 1: The ceiling is 20' above. If it is night and the PCs make noise, the shadows come down here to attack.

Level 2: This level is completely empty. Stone stairs lead 14' up to the level above.

Level 3: The ceiling is 10' high. There are 10 **shadows** here (AC 7; MV 12"; HD 3+3; hp 26, 20, 19 (×2), 17, 16, 14, 13, 12, 10; #AT 1; Dmg 2-5; SA strength drain; SD +1 or better weapon to hit, 90% undetectable; AL CE). A functioning portal leads to Tower Seven and a two-way portal leads to Tower Ten.

Tower Ten

Location: A mountainous region. Since this tower is buried underground, it may be in an inhabited area if the DM wishes.

History: At some time in its past, this tower was engulfed by an avalanche. The tower's structure was strong, so it was not completely disintegrated by the oncoming wave of rock. The top half of the tower broke off, however, and was carried for some distance before coming to rest on its side beneath thousands of tons of rock.

Description: Not applicable; buried.

Top Level: Because of the tower's orientation, "down" is roughly toward the portal to Tower Eleven. Unless precautions are taken, anyone entering through the two-way portal from Tower Nine has a 50% chance to fall through the one-way portal to Tower Eleven. Anyone lucky enough not to fall through takes 3d6 damage from the fall. A third portal leads in from Tower Twelve, but there is only a 30% chance to fall through the portal to Tower Eleven when entering here (1d6 hp damage from the fall otherwise). There are stairs visible going to a "lower" level, now full of rock and rubble.

Tower Eleven

Location: Any remote place.

History: Nangir (see Tower Twelve), realizing the potential danger of the magical portals to his plans, placed undead guardians in the towers with portals leading into Tower Twelve. This tower is occupied by wraiths and wights.

Description: This tower is 45' tall. All of its windows have been boarded up. A rune is etched over the entrance:

Level 1: The ceiling is 18' high. If it is night, there will be eight **wights** on this level (AC 5; MV 12"; HD 4+3; hp 25, 24, 22 (×2), 21 (×2), 20, 18; #AT 1; Dmg 1-4; SA energy drain; SD silver or magical weapons to hit; AL LE).

Level 2: The ceiling is 15' above. If it is day, the wights from Level 1 will be here. Otherwise, this level is empty.

Level 3: The ceiling is lower here, only 10' high. There are seven **wraiths** here (AC 4; MV 12"/24"; HD 5+3; hp 30, 27, 25 (×2), 24, 22, 20; #AT 1; Dmg 1-6; SA energy drain; SD silver or magical weapons to hit; AL LE). Anyone "dropping in" from Tower Ten automatically loses initiative. No portals lead out of this tower.

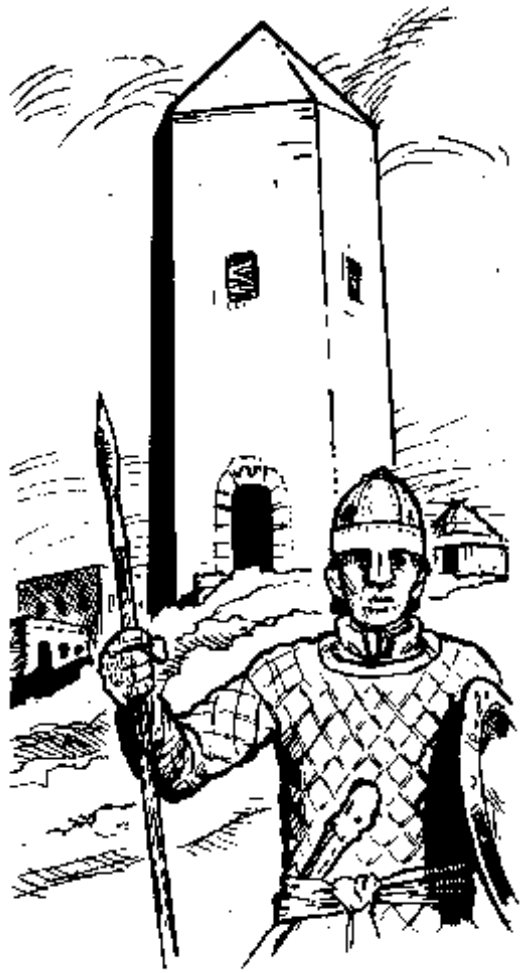
Tower Twelve

Location: Any remote place.

History: About 35 years ago, an alu-demon named Athoz was born. Abandoned at birth, she was raised in seclusion by a kindly wizard and is therefore not evil. Upon coming of age she decided, against the advice of her guardian, to enter human society. But humans would have nothing to do with her because of her demonic appearance, so Athoz returned to seclusion and buried herself in magical studies.

About five years ago, Athoz discovered this tower and became fascinated by its magical portals. She has since been trying to revive their magic and has managed to get all of the portals to work in one direction: going out. In the process, she has amassed much information on the network of towers.

Then, about 18 months ago, a baron cambion named Nangir sought Athoz out. Nangir is a cleric of Orcus. He needed Athoz for his own evil purposes,



but she knew nothing of them. She accepted his company, never having met one of her own kind before. Soon after, she agreed to become his wife, even though he was evil and she was not. No human male would have agreed to have her as a consort.

Nangir and his followers moved into the tower and set up a temple to Orcus there. Athoz could not do much about it and continued her studies of the portals.

Four months ago, a son was born to Athoz and Nangir. This is what Nangir has been waiting for. He plans to sacrifice his child as an offering to Orcus and to give it undead status. He has taken the child away from Athoz and hidden it with his followers in the nearby village, awaiting the proper time to perform the sacrifice. Athoz, meanwhile, is desperately using all her magical powers to find and free her son. She is hampered in this by being effectively trapped in the top floor of the tower. Nangir has placed undead guardians on the other sides of the exit portals, and she has no intention of leaving the area without her son. If she tries to leave the tower by more conventional means, Nangir

will try to kill her, having no further use for his bride.

Description: This tower is 65' tall. The top level of windows appears to be boarded up. A small village surrounds the tower, and many men in armor patrol the tower and the town. There is a rune over the tower's main entrance:

Athoz, alu-demon (semi-demon): AC 5; MV 12"/12"; HD 6+4; hp 35; #AT 1; Dmg by spell or weapon type; S 11, I 16, W 12, D 13, C 10, Ch 10; AL CG; *long sword +3, Zagyg's spell component case* (6 uses per day), *ring of wizardry* (doubles 1st-3rd level spells), 12th-level magic-user ability. Spells: *detect magic, magic missile* (×5), *mending, protection from evil, detect invisibility, invisibility, locate object, mirror image, shatter, strength, web, wizard lock, detect illusion, dispel magic, fireball, haste, lightning bolt* (×2), *sepia snake sigil, slow, minor globe of invulnerability, polymorph other, remove curse, wizard eye, cone of cold, dismissal, extension II, repulsion, ensnarement.*

Nangir, baron cambion (semi-demon): AC −2; MV 15"; F14/C14; hp 91; #AT 2; Dmg by spell or weapon type; S 19, I 13, W 17, D 18, C 16, Ch 18; AL CE; *scimitar +2, wand of the undead* (see below), 14th-level clerical ability, can *detect magic* and *levitate* at will. Spells: *command* (×4), *curse, invisibility to undead, protection from good, sanctuary, hold person* (×3), *know alignment, obscure alignment, resist fire, silence 15' radius, withdraw, animate dead, cause blindness, cause paralysis, dispel magic, fear, obscure object, speak with dead, abjure, detect lie, implore, spell immunity, undetectable lie, animate dead monsters, flame strike, true seeing, harm, stone tell.*

Wand of the undead: This wand resembles the *wand of Orcus,* but it is smaller. (The DM can substitute the real *wand of Orcus* if he wishes, provided that the campaign is not upset by this.) The *wand of the undead* acts as an unholy symbol, but any undead pressed into service will serve for 1-6 months rather than 1-6 weeks at a time.

Men-at-arms (108): zero-level; hp 3-6; #AT 1; Dmg by weapon type; AL CE.

5 heavy cavalry (AC 2; MV 18"; lance, broad sword, mace; plate mail and shield).

9 medium cavalry (AC 4; MV 18"; lance, flail, short sword; chain mail and shield).

16 medium cavalry (AC 5; MV 18"; light crossbow, pick; chain mail).

12 heavy infantry (AC 4; MV 9"; battle axe, long sword; banded mail).

19 heavy infantry (AC 4; MV 9"; pole arm, hand axe; banded mail).

17 heavy infantry (AC 4; MV 9"; heavy crossbow, short sword; banded mail).

30 light infantry (AC 7; MV 12"; spear, club; leather armor and shield).

These men-at-arms were severely depleted by Athoz's attacks, but Nangir has restrengthened their ranks.

Followers of Nangir (60): AC 10; MV 12"; zero-level humans; hp 3; #AT 1; Dmg by weapon type; AL CE. Nangir originally had 130 followers, but Athoz's attacks have diminished their numbers considerably.

Level 1: 22' ceiling. This is Nangir's temple to Orcus. There is a *forbiddance* spell on it (the password is in a demonic tongue). The altar is covered with graveyard dirt and pieces of bone. There are usually 2-12 worshipers here, along with 2-20 **zombies** (AC 8; MV 6"; HD 2; hp 10 each; #AT 1; Dmg 1-8; AL N) who guard the temple from unauthorized intruders. If a big fight breaks out here, Athoz will hear it from her room on the upper level and attempt to persuade her captive demon (see Level 4) to enter the fight in hopes of getting Nangir at a disadvantage.

Level 2: This room is a well-stocked armory, with food and other supplies but no magical items. There is a closed trapdoor in the ceiling, 15' above.

Level 3: The windows have been boarded up, and trapdoors in the floor and 12'-high ceiling are shut, making this room quite dark. In the room are nine **wraiths** (AC 4; MV 12"/24"; HD 5+3; hp 29, 26, 25, 23 (×2), 21, 20, 18, 17; #AT 1; Dmg 1-6; SA energy drain; SD silver or magical weapons to hit; AL LE). They are commanded to slay anyone entering this room. The trapdoor in the ceiling has been *wizard locked* by Athoz.

Level 4: 10' ceiling. Many etchings of pentagrams and thaumaturgic circles are on the floor of this room. Inside one of the pentagrams is a **type V demon** under an *ensnarement* spell (AC −7/−5; MV 12"; HD 7+7; hp 41; #AT 7; Dmg 2-8 (tail)/1-8 (×6; 3 scimitar, 3 battle axe); can *charm person, levitate, read languages, detect invisible objects, cause pyrotechnics, polymorph self, project image, gate;* 80% magic resistance; AL CE). It is perilous for Athoz to summon so powerful a being, but she is desperate to find her son and escape.

The high tower room also contains a substantial library, mostly concerned with magical doors and the history of the towers. Athoz herself will probably be found in this room.

Concluding the Adventure

If the PCs manage to keep the magical portals secret, they will have a marvelous transportation network to themselves (after getting rid of some of the towers' inhabitants). If word of their find should leak out, however, they may encounter some problems. The towers have incalculable military value to kings and conquerors. Because supplies can be brought through the portals, these towers are virtually immune to siege.

If Athoz survives, she will continue to investigate the portals. At the DM's option, she may eventually get them all functioning again. Athoz could be a valuable ally for the PCs, but her reaction to them will depend on how they handle her situation.

Athoz's child could be used as the focal point of new adventures. Perhaps he is destined to fulfill some prophesy, and powerful forces are allied to prevent this occurrence. The DM can decide whether the PCs should try to prevent or encourage the fulfillment of the prophesy. If Nangir survives, he will certainly be interested in any adventures that involve his son. Ω

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THRESHOLD OF EVIL

BY SCOTT BENNIE

Is immortality worth the price?

Artwork by Daniel Horne
Cartography by Diesel

Scott Bennie is a teacher of hospitalized and homebound students in a large town 50 miles east of Vancouver, British Columbia. He's had articles published in DRAGON® Magazine since issue #52, and will have a kender scenario in DL15 The Mists of Krynn.

"Threshold of Evil" is an AD&D® game module for a party of 5-8 characters of levels 14-18, with a good balance of clerics, fighters, magic-users, and thieves. This scenario is geared toward saving lives and preventing the spread of evil, so evil characters are inappropriate. Those who solve problems with force may not enjoy this adventure as much as those who like to role-play, though force may become necessary.

As with most high-level modules, this one is best run by an experienced DM who has read it through very carefully. The DM is free to adapt this module in any way that will make it more challenging to his players or more appropriate to his campaign setting. A copy of *Manual of the Planes* will be useful for reference if future adventures occur in this setting; some extraplanar areas require fleshing out if they are to be explored more fully. The *Dungeoneer's* and *Wilderness Survival Guides* are used in several places herein, particularly the section on mountain climbing.

Adventure Background

The adventure begins near the Sleeper's Teeth, a grim waste of mountains that has not been surveyed. In a valley on the edge of the desolation, a human-populated farming village struggles to survive. These rugged people have done well, for despite orcs, ogres, giants, and even a rampaging dragon, they have prospered. The name of the village, Tharakil, means "that which has endured great storms" in an ancient tongue (or so Hheltus, the village scholar, says).

Lately, however, ill omens have occurred: plagues, storms, and crop blight among them. Calves have been born with horrific deformities, their flesh poisoned. Orcs have been driven out of their lairs in the Sleeper's Teeth by an unknown force and are fleeing the area. A sense of dread hovers in the air, strongly felt. No one knows what will come next.

Realizing their inability to deal with a mystical menace, the people of Tharakil have sent out messengers, asking for aid from powerful adventurers to put an

end to this situation. The Tharakilians have little money or magic to offer their would-be saviors. Instead, they offer large tracts of unclaimed land along the valley's edge. If it weren't for the monsters (a few of which remain), this rich and fertile land would be quite valuable. The villagers also offer successful adventurers free hospitality and sanctuary in Tharakil for the rest of their lives, and will remember the adventurers as heroes for as long as the village stands. These people have always been true to their word.

In the opinion of the villagers, there is only one being who could be responsible for their current predicament: the Arch-Mage Azurax Silverhawk, said to dwell on top of Mount Thalask, called the Cradle of Gods. Azurax is supposedly immortal, though he has not been seen for at least 200 years. Although he was not previously known to be a particularly venomous wizard (tales told about him to frighten children are more notorious than his actual deeds), who else has the power to cause the disasters that have plagued Tharakil?

The PCs must verify this suspicion, then locate and confront Azurax in his citadel if he is to blame. It will not be an easy task. But then, is any worthy adventure ever easy?

Sources of Information

As spells such as *commune* or *contact other plane* reveal, Azurax Silverhawk is indeed responsible for the misfortunes of Tharakil. If the PCs assume that Azurax is guilty without using these spells or any attempt at verification, those PCs of good alignment should be penalized for attacking or disturbing Azurax. However, divination spells reveal his connection to the disturbances only in an unspecified way; his exact actions are unknowable by magical means.

If a *legend lore* spell or ability is used to determine the history of Mount Thalask, a little more will be learned. Mount Thalask, only 10 miles from the village, is the tallest peak in the mountain chain called the Sleeper's Teeth. It was once believed that a huge fire demon slumbered beneath it, awaiting a sacrifice that would bring it to life; few villagers now recall this story. *Legend lore* reveals that the mountain is rumored by some sages to now have connections with the planes of elemental Fire and Earth, and the Astral plane as well. The spell finally directs the caster to seek out the scholar Hheltus in Tharakil.

For some reason, magical information on Azurax after his arrival at the mountain is not available. Divination spells of any sort reveal nothing else about him or his home atop Mount Thalask. If a *limited wish* is used to divine more information, the caster learns that powerful spell barriers are blocking out scrying of Azurax's activities. If a *wish* or *alter reality* spell is used, the caster discovers that numerous *wishes* have been used to block out such information, and that such *wishes* (10 or more!) were cast by Azurax himself. A sense of warning is also communicated to the caster, with an unspoken implication that further investigation would have the gravest consequences.

None of the people in Tharakil have any real knowledge of Azurax's history or abilities, except for Hheltus, a venerable half-elf who serves as the village scholar. Hheltus claims to have actually met the great wizard in his youth and has an ancient document, written by a human sage two centuries past, describing the coming of Azurax.

Hheltus the scholar: AC 9; MV 12"; MU 1; hp 3; #AT nil (unarmed); S 9, I 16, W 14, D 15, C 10, Ch 13; AL NG; spell: *read magic*.

According to the scholar, Azurax arrived in the area over 200 years ago with a group of adventurers who journeyed into the Sleeper's Teeth to destroy a marauding band of mountain giants. Azurax is described in Hheltus's document as a brooding, greedy mage obsessed with immortality. From his brief meeting with the mage, Hheltus agrees with this description, adding, "He frightened me more than dragons."

The document goes on to say the following about Azurax: "His eyes gleamed as he watched the sun reflect upon Thalask's rugged peak, and he said to his company, 'This is the place called the Cradle of Gods. It is suitable, both in name and purpose. I shall make it my cradle, wherein I shall grow in power. I am a babe in comparison to that which I shall be when I descend from that mountaintop.' "

Hheltus says that Azurax used his spells to create a citadel in the heart of Mount Thalask, where he probably exists to this very day, having extended his life through arcane rituals. Hheltus doubts that Azurax has become a lich or a shade, because that would blunt his power and potential for growth. Hheltus states that Azurax was definitely of Arch-Mage level, as he slew one giant with a *meteor swarm*.

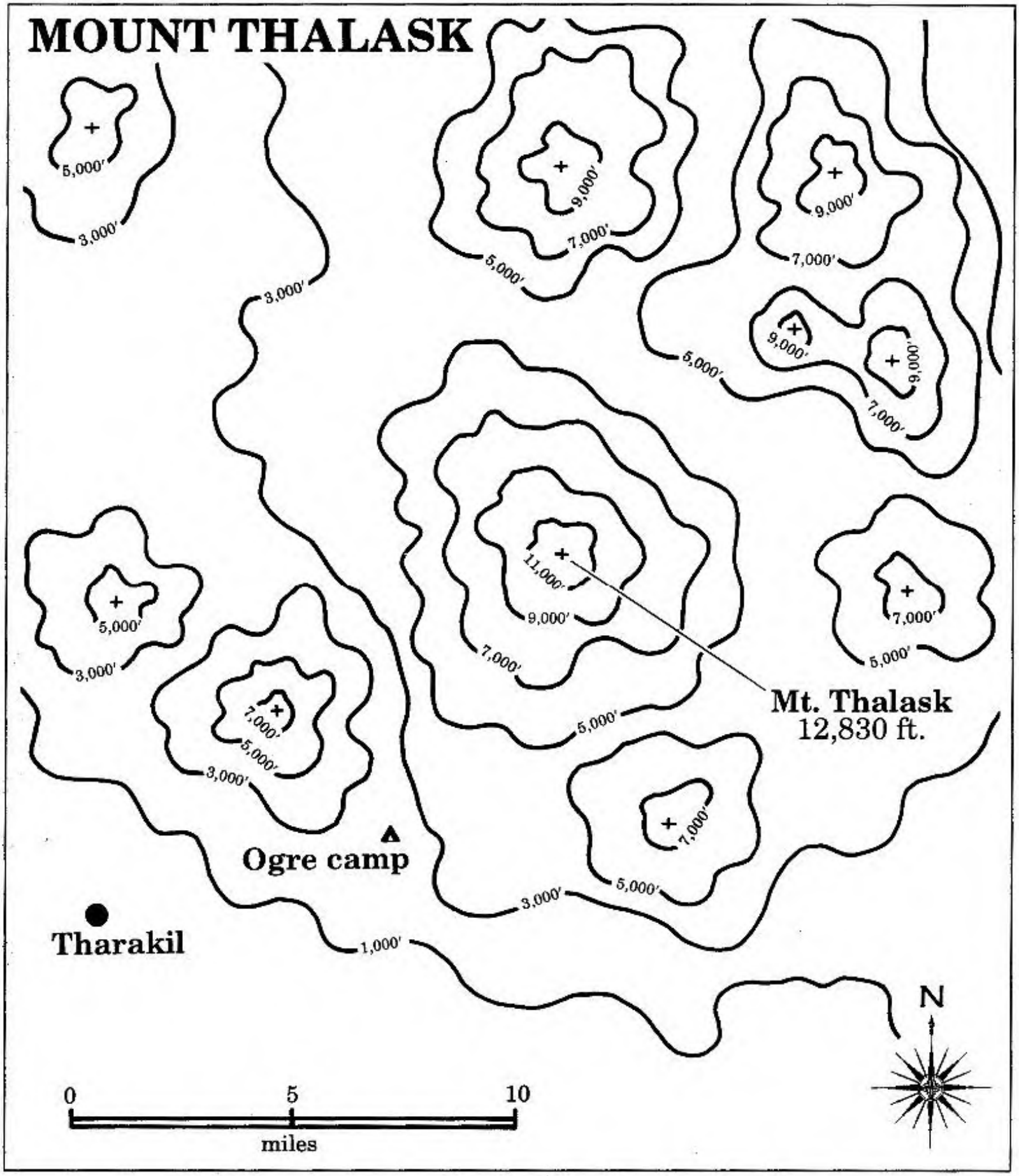
Though Azurax himself has not been seen for two centuries, his legend has grown with time. It is said by villagers that when his experiments fail, he goes into a blind rage and devastates the surrounding countryside. One such rage is reported to have destroyed a village several miles from Tharakil, about 150 years ago. In truth, there have been periodic episodes of localized destruction and blight without apparent cause, all of which take place near Mount Thalask. The recent upsurge in malign events is of great intensity, and locals fear it is leading up to something — but they don't know what.

For the Dungeon Master

Actually, there is no fire demon inside Mount Thalask. The mountain's volcanic activity ceased long before the first man laid eyes upon its spire. One of the neighboring mountains is a dormant volcano, but because Mount Thalask is the tallest peak in the chain, it has spawned legends which are quite untrue, as a *commune* or *contact other plane* spell can confirm. The dormant volcano plays no part in this adventure.

Azurax's work remains a mystery to Hheltus, but the local disasters have been part of recent experiments by the mage to extend his life-span. The magicks have now been completed, transferring part of the life-force of the region to a magical item that will extend the wizard's life. The land will return to normal in a few years, but the aftereffects of Azurax's tampering on the local human and humanoid populations will be felt in the region for much longer.

Azurax has lived this long because of a unique magical item: a *portrait of longevity*. From time to time, the *portrait* must be retouched with magical pigments, or the painting will crumble and Azurax will die at last. These pigments have very sinister components, as attested to by the disasters that have afflicted the surrounding lands. (Azurax has recently composed a new batch of *pigments of longevity* with which to retouch his *portrait*, but has not yet done the retouching). Unknown to most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villagers, some of the humanoids who lived closer to Mount Tharakil were being *life drained* by Azurax's magic; their essence was fed into the pigments for their power. Most giants and humanoids who survived fled afterward. In truth, whether the PCs do anything about this situation or not, the disasters have ceased — for the next few years, anyway.

Azurax does not think of himself as evil, but he believes the end justifies the means, and will do anything to prolong his life. The *portrait* is also slowly turning him toward evil. His prolonged life has allowed him to cast an inordinate number of *wish* spells — a circumstance which might occur to some PCs if they consider evidence gathered by their own divination and *wish*-related spells. Without the intervention of the PCs, it is possible that Azurax will become truly evil and gain full immortality — and perhaps godhood as well.

The Journey to Azurax

Though Mount Thalask is not far from the village, confronting Azurax Silverhawk in his lair presents some problems. The citadel of Azurax has been sealed off by the use of *wish* spells from all attempts at *divination*, *clairvoyance*, and *clairaudience*. Powers or psionic disciplines with similar effects cannot divine details of the complex. *Wishes* also seal off the citadel from the use of most information-gathering spells, and from entry through the Ethereal plane and the plane of Shadow; thus, a *shadow walk* spell cannot be used to gain entry. There is a portal to the Astral plane within the complex, but unless the exact location of this portal is known, there is only a 5% chance that it can be found astrally. Entry to other parts of the complex via the Astral plane is impossible. The DM may feel free to improvise if necessary; Azurax has blocked all the "easy" ways into his home.

The overland route to the citadel is the most obvious. However, within five miles of Mount Thalask, a 50-MPH wind whips through the mountains, preventing any approach to the mountain above the 6,000' level by aerial creatures (including *flying* magic-users). This gale is, of course, magical and reinforced with *wishes*. The mountain must be scaled. Unless the PCs have protection from the bitter cold and have the ability to climb mountains (through magic or skill), the ascent will be extremely perilous. (Mountaineering rules are provided later in the adventure.) Certain spells can circumvent the necessity of a climb. *Limited wish*, *alter reality*, or *wish* spells can be very useful; a *dream* spell, however, will not suffice.

One villager might guide the characters to the top of the mountain and help them fight Azurax. He is Kauth Redhelm, an outcast barbarian from a faraway tribe (he won't say which one). He was a major factor in the community's survival during the recent orc attacks. Kauth is arrogant and greedy, but a dependable ally once his friendship is won. Standing 6'6" tall, with massive muscles, blond hair, and blue eyes, Kauth wears a helm made from the skull of a small red dragon he slew while defending the village, and he claims to be unbeatable in the art of wrestling by anyone save the gods. Kauth will accompany the party if one of its fighters defeats him in a wrestling match, or if at least 1,000 gp of gold and jewels are used to buy his help. He is considered to be a fighter of 9th level for the purpose of determining his wrestling ability.

Kauth Redhelm: AC 2; MV 15"; B6; hp 82; #AT 3/2; Dmg by weapon type; S 18/97, I 13, W 11, D 17, C 16, Ch 16, Co 18; AL N; leather armor, shield, two javelins, broad sword; proficiencies: endurance, foraging, mountaineering, rope use.

The PCs require 3-6 days of training in the basics of mountain climbing before they set off to find Azurax's citadel. If they refuse this training, the barbarian will still accompany them but will not hesitate to cut the rope to save himself if any PC does something stupid while on the mountain.

The Wilderness

The forested wilderness between the village and the mountain is not the most pleasant of habitats, despite the fact that the weird conditions brought about by Azurax have caused humanoids to flee the area in droves. There is only one major encampment of humanoids in the wilderness: the ogre camp indicated on the map of Mount Thalask.

A few giants, disturbed by local events, left their homes in the Sleeper's Teeth and joined a tribe of ogres and their orc slaves. The band encountered a white dragon, subdued it, and bound its wings, forcing it to wear a harness and carry their belongings. The group is now under the command of a mountain giant, to the resentment of a half-ogre named Lord Urgz. The monsters' statistics follow. When personal characteristics scores for NPCs are not given, assume them to be equal to 10.

Mountain giant: AC 4; MV 12"; HD 12; hp 79; #AT 1; Dmg 4-40 (club); SA hurl rocks for 2-16 hp; AL CN. This giant, named Zhrodar IV, commands the giants' group.

Frost giants (2): AC 4; MV 12"; HD 10+1d4; hp 65, 58; #AT 1; Dmg 4-24 (club); SA hurl rocks for 2-20 hp; SD immune to cold; AL CE. The giants' names are Vorn and Fardo.

White dragon, average size, very old: AC 3; MV 12"/30"; HD 6; hp 42; #AT 3; Dmg 1-4/1-4/2-16; SA/SD see *Monster Manual*, pages 29-31 and 34; AL CE. This dragon can speak Common and the white dragon tongue, but cannot cast spells. He will do anything to escape, and has formed a secret alliance with the half-ogre Lord Urgz. The dragon even aids humans if they can help him escape, although he is likely to betray them if they show weakness. This dragon, named Windblast, hauls a cart with three chests, each with 4,000 gp.

Ogre chieftain: AC 4; MV 9"; hp 37; #AT 1; Dmg by weapon type; SA attacks as 7-HD monster, 18/00 strength; AL CE; metal and leather armor (AC 4), two-handed sword. The ogre chieftain's name is Gogmal.

Ogre lieutenants (2): AC 3; MV 9"; hp 33, 32; #AT 1; Dmg by weapon type; SA attack as 7-HD monster, 18/91 strength; AL CE; metal and leather armor (AC 4), shield, bastard sword.

Ogres (20): AC 5; MV 9"; HD 4+1; hp 27 (×2), 24 (×4), 21 (×6), 19 (×4), 18 (×2), 16 (×2); #AT 1; Dmg 1-10; AL CE; metal and leather armor (AC 5), clubs.

Orcs (60): AC 6; MV 9"; HD 1; hp 8 (×5), 7 (×5), 6 (×10), 5 (×15), 4 (×10), 3 (×10), 2 (×5); #AT 1; Dmg by weapon type; AL LE; ring mail, shield, scimitar. These orcs fear the ogres and giants, but hate them with a passion.

Ice trolls (5): AC 8; MV 9"; HD 2; hp 14, 10, 9 (×2), 4; #AT 2; Dmg 1-8/1-8; SD regeneration, impervious to cold, +1 or better weapon to hit; AL CE.

Lord Urgz, half-ogre: AC −1; MV 12"; F8; hp 76; #AT 3/2; Dmg by weapon type; S 18/00, I 12, D 12 (14 with *ring*), C 16; AL N; fur clothes, large shield,

bastard sword +2, ring of dexterity (as per *gauntlets of dexterity), bracers of defense AC 4, ring of protection +4.* Lord Urgz is an intelligent half-ogre who believes he is destined to become a half-ogre deity. This belief has made him uncooperative with the giants, and he has made a secret pact with the white dragon. If the group splinters into factions, half the ogres follow him instead of their chieftain.

Burlyhir, half-ogre: AC 5; MV 9"; F6; hp 57; #AT 1; Dmg by weapon type; S 18/71, I 7, C 17; AL CE; chain mail, long sword. Burlyhir is jealous of Lord Urgz and is spying on him for the frost giants. Because Burlyhir is stupid, he has not discovered any interesting information.

Hafjak, half-ogre: AC 4; MV 9"; F5; hp 51; #AT 1; Dmg by weapon type; S 18/95, I 8, W 4, C 17; AL N; chain mail, large shield, bastard sword. Hafjak idolizes Urgz and would jump off a cliff to win his approval.

Azakyi, half-orc: AC 2; MV 6"; C7; hp 48; #AT 1; Dmg by spell or weapon type; S 16, W 17, C 15; AL LE; black plate mail, shield, mace; spells: *command* (×2), *cure light wounds* (×2), *sanctuary, hold person* (×4), *silence 15' radius, curse, death's door, dispel magic, poison.* Azakyi is one-eyed and insane. Because his blow subdued the dragon, he thinks of the dragon as his personal property; however, the dragon would only like to rip him to shreds, then into smaller shreds. The frost giants do not trust Azakyi, but the orc slaves follow his commands. He is a cleric of Gruumsh (*Legends & Lore,* page 97).

Two scouting parties patrol the area. Each group consists of a frost giant, three ogres, two ice trolls, and 12 orcs, with statistics as per those listed in the text above.

Any battle between the PCs and these humanoids will be complicated by the number of different factions involved. The key event is the release of the dragon, which will likely rip the humanoid group into hostile factions. The mountain giant, the frost giants, the ogre chieftain and lieutenants, half the ogres, Burlyhir, and the ice trolls make up one faction. The dragon, Urgz, Hafjak, and the rest of the ogres are the second faction. The third faction comprises Azakyi and the orcs, who desire freedom. The player characters make up a fourth group. Humanoid factions will gladly slay each other or the PCs for dominance.

Mountain Climbing Table I: Falling Chance

	Hazard class			
Climber's skill	**A**	**B**	**C**	**D**
Very experienced	0%	0%	5%	10%
Experienced	5%	10%	15%	20%
Familiar	10%	20%	35%	55%
Unfamiliar	20%	40%	55%	85%

For other wandering encounters, roll 1d10 at morning and just after nightfall. A roll of 1 indicates an encounter; use the temperate wilderness forest encounters in the *DMG,* pages 184-186. The remains of dead humanoids are often seen here.

Mountain Climbing

This quick system is a variant of the mountaineering rules in the *Wilderness* and *Dungeoneer's Survival Guides* (*WSG* and *DSG).* Success in mountain climbing depends on two factors: the experience of the climber and the difficulty of the slope. Very experienced climbers have two or more proficiency slots in mountaineering (see the *DSG*). Experienced climbers have one proficiency slot in mountaineering. Familiar climbers are those who have been trained in mountain climbing and are accompanied by an experienced guide; the PCs under Kauth's training would belong in this category. Unfamiliar climbers have no mountaineering proficiency or basic training.

This system is based on variable hazard classes, ranging from class A (relatively easy to climb, easy to make holds, slight slope, no winds, many ledges) to D (sheer ice, sometimes shifting; high, swirling winds; long, tiring cliff faces). The chance of an accident is indicated on Mountain Climbing Table I, which is used every three hours of climbing.

Each climber must roll once per three hours spent climbing under a given hazard class. If a falling result is indicated, the individual must make a Climbing Check by rolling his Climbing Rating or less on 1d100 (see the *DSG,* pages 15-16), or else fall the distance given on Table II. Characters who are roped together have decreased chances to fall, and spells such as *levitate, fly, spider climb,* and *feather fall* can prevent falling, if the wind is negated somehow.

Mountain Climbing Table II: Distance Fallen

Hazard class	Feet fallen
A	10d4
B	10d6
C	1d8+10
D	10d12+20

The Ascent of Mount Thalask

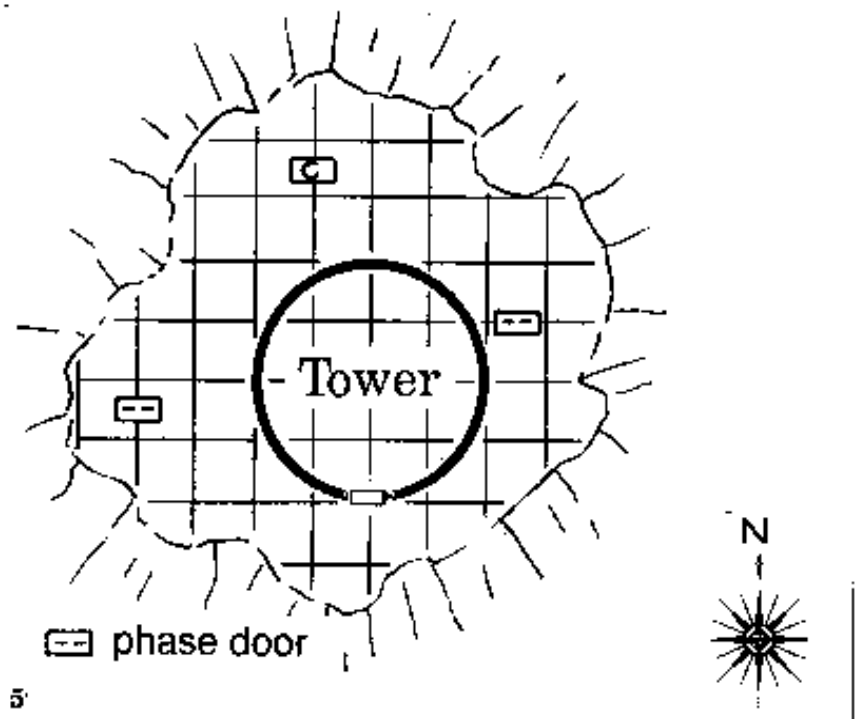
Mount Thalask is an immense peak, well over 12,000' tall with high, sheer cliff walls raked by avalanches and swirling winds. Above 9,000', snow gleams in the sunlight, though patches of snow appear as low as 6,000'. A *control winds* or *control weather* spell reduces the climbing hazard by one factor (D becomes C, etc.) to a minimum of class A. Only one of either of these spells is useful at any one time.

Mount Thalask is easy to climb for the first 6,000'; the slope is relatively gentle, and the incline is manageable by most climbers (hazard class A). Climbing to the 6,000' level is a 12-hour job for normally encumbered characters (see pages 101-102, *Players Handbook).* Heavily encumbered characters require 18 hours; any greater encumbrance means the character cannot negotiate even this level of the mountain. Because the winds do not affect the lower levels of the mountain, climbers may reach this height by magical means and get there sooner.

Between 6,000' and 9,000', the incline becomes much steeper (hazard class B); it takes 12 more hours for normally encumbered climbers to reach the 9,000' level, and 24 hours for heavily encumbered climbers.

Between 9,000' and 11,000', the high winds and cold make climbing quite difficult (hazard class C). Here, the cold does 3 hp damage per hour to anyone not wearing cold-weather clothing,

MOUNTAIN TOP



using magical protection from cold, or having the endurance or survival (cold) proficiencies. This part of the trip takes 18 hours for climbers with normal encumbrance, and 54 hours for those with heavy encumbrance, who notice that they are always out of breath.

Between 11,000' and the summit, the climb is hazard class D, and the cold inflicts 6 hp damage per hour to those unprotected. This climb takes 12 hours, and can only be managed by those with little or normal encumbrance. Heavy cold-weather clothing is a requirement unless magical protection is available; those with the survival (cold) proficiency alone still take 3 hp damage per hour.

Climbers must worry about rockfalls and avalanches. There is a 2% chance per three hours of climbing for a rockfall to occur below the 9,000' level, and a 3% chance each per three hours, +1% per climber, for a rockfall or avalanche to occur above this point. Because the mountain slopes are often sheer cliff walls, PCs caught by a rockfall or avalanche anywhere on the mountain all take damage and must save on Table I against hazard class D to avoid falling. Damage from a rockfall is 5-40 hp damage; damage from an avalanche (which is only found above 9,000', where snow is plentiful) is 2-12 hp. Any character who falls in the path of a rockslide or avalanche is buried where he falls unless he can save vs. dexterity on 1d20. Buried PCs can only escape if they make a *bend bars* strength roll; otherwise, they must await rescue.

There are caves along the side of Mount Thalask up to the 6,000' level, but they have been long deserted. They were once inhabited by creatures of different races; the most common remains are those of a long-dead troglodyte clan. Frost giant, ogre, and orc remains are found in some of the caves, though with little treasure. If the DM wishes to make things interesting, the PCs may encounter a hungry cave bear in one (or more) of these caves. Otherwise, there are no encounters while the PCs scale the peak; mountaineering is dangerous enough. Caves may be sighted 10-100' away on a 1d6 roll of 1 every three hours spent climbing.

The Tower of Azurax

Note: Most of Azurax's servants within this complex are creations of the spell *simulacrum*, and hence radiate magic naturally. All simulacra have a neutral alignment and appear quite alive upon first glance, but may seem stiff in movements and repetitive in speech with prolonged observation. A simulacrum is cool to the touch — a dead giveaway as to its nature. If slain, a simulacrum immediately begins to dissolve into slushy ice wrapped in the clothes it wore while "alive." The spells *detect magic, true seeing,* and *true sight* all reveal the real nature of a simulacrum. *Dispel magic* only destroys a simulacrum here if successful against 21st-level magic; a field that negates all magical effects (such as *anti-magic shell)* destroys them at once.

On the flat summit of the mountain stands a tower of black granite, heavily worn by winds. It is 80' tall and 20' across. There is only one entrance, a skull-shaped aperture in the tower's south wall. Above this doorway, weathered runes proclaim (to anyone using a *comprehend languages* spell): "The Arch-Mage Azurax does not dwell here! This is a trap to ensnare those stupid enough to attack him." A *find traps* spell reveals no trap in the area. The summit is a rough circle 45' in diameter, with howling winds and rough snow covering it. PCs who walk within 5' of the edge may fall 50-500' unless they each save vs. dexterity on 1d20 at −4, once per round.

Anyone who enters the tower, either by the front entrance or by magical means such as a *passwall* spell, finds himself in a totally dark building. The bare, circular room has no ceiling but the top of the tower 80' above. There are no objects within the tower, and only one inhabitant: Azurax-4.

Azurax-4, simulacrum: AC 6; MV 12"; MU4; hp 18; #AT 1; Dmg by spells or weapon type; personal characteristics as per Azurax (see end of module); AL N. This creature is Azurax's least powerful (hence, most expendable) simulacrum. It has memorized *magic missile, shield, sleep, mirror image,* and *stinking cloud,* and Azurax has cast a *stoneskin* spell upon it. The simulacrum is standing in the center of the darkened tower, on a square piece of wood that looks like a trapdoor but isn't. Azurax-4 has been instructed to initially cast only defen-

sive spells like *mirror image* or *shield*. It uses offensive spells only if attacked.

If anyone approaches the simulacrum, it bellows, "I am Azurax! Why do you bother me, cretins? Begone, lest my spells send you to oblivion — or worse!" This is no idle threat. If the simulacrum is slain, it disintegrates into slushy snow and ice wrapped in cloth, appearing quite harmless but still radiating magic. Four rounds later, a *delayed blast fireball* of 21st-level effect (21d6 + 21 hp damage) bursts forth from the remains.

The entrance to the true lair of Azurax is located behind the tower under a trapdoor concealed by a thin sheet of ice. There are two other concealed entrances, but they are *phase doors* made permanent by Azurax, opening only to him and his associates. See the section on *phase doors* which follows.

The Dungeons of Azurax

Azurax has used magic, most notably *wishes,* to defend his keep. This produces a set of bizarre and dangerous effects, unique to this place, which cannot be reversed by any PC. Additionally, certain spells and powers have limited functioning within this environment, though Azurax may make use of some spells herein. This citadel shows what can be done by someone with a great command of *wish* spells, and what havoc can be wreaked.

First, Azurax is attuned to his complex so that he knows the location of all intruders. He can't discern their actions; he merely knows where they are at all times. As a result, several room descriptions place Azurax inside them or in close proximity to them when the PCs arrive; Azurax has merely anticipated the PCs. If the party splits up and two or more groups of PCs enter such areas, the DM should be prepared to select which areas Azurax would be most likely to inhabit (room 28 is a good final solution). The PCs cannot track Azurax, allowing flexibility here.

Second, he has barred all areas within his complex from contact with deities, so only first- and second-level clerical spells may be granted. Spells which require contact with a deity (such as *divination, contact other plane, spiritual hammer,* and *commune*) do not function. However, this power is less effective against clerics serving greater gods; these clerics have a 1% chance per level to establish such contact.

Third, except in rooms which have portals to the outer or inner planes, no summoning spells may succeed. This includes animal or monster summoning spells, and spells such as *insect plague,* but not *gate.* Transportation modes involving the planes (such as *etherealness, dimension door,* and *shadow walk)* always fail. Azurax is also affected by these restrictions.

Fourth, no location in Azurax's complex may be memorized for use with a *teleport* spell, except for the teleport chamber (room 11). This doesn't prevent leaving by means of a *teleport* spell, but entering is impossible. Azurax, too, is affected by this restriction.

Fifth, Azurax gains limited protection from damage while he is inside the keep. Azurax deducts 2 from each die roll for damage from any source while in this area.

Sixth, all intruders lose 1 hp per turn spent in the complex. Curative spells can heal this loss, however. Neither Azurax nor any native of the complex nor any invited guest is affected in this manner.

Finally, Azurax (while within the keep) and the chamber in which he resides are immune to *ESP, clairvoyance,* and all forms of scrying, although such spells affect other denizens and areas of the keep, including Azurax's simulacra. Azurax may use such magicks without restriction.

Illumination in the dungeons comes from a variety of sources. The notation "C" after a room name means that the chamber contains a lamp with a *continual light* spell. The notation "O" refers to an oil lantern or a brazier which provides normal illumination, and the notation "M" refers to a magic lantern as described in room 22. Other illumination sources are described in the text. The ceiling height of each room is listed following the room name and illumination notation.

At several places throughout the complex, Azurax has cast and made permanent *phase doors,* which are attuned to him and his immediate allies alone. Though such *phase doors* may be detected (as they radiate alteration magic), they cannot be entered or used by any PCs in the complex. The PCs must use their own *passwall* or *phase door* spells, or similar powers or devices, to cross these barriers (which usually consist of 10' of stone before reaching a new area).

One warning: Azurax knew the PCs were coming from the moment they reached Mount Thalask, and he has watched them approach and enter his citadel every step of the way. The entire complex has been warned of the PCs' arrival, and few inhabitants can be taken by surprise.

Level One

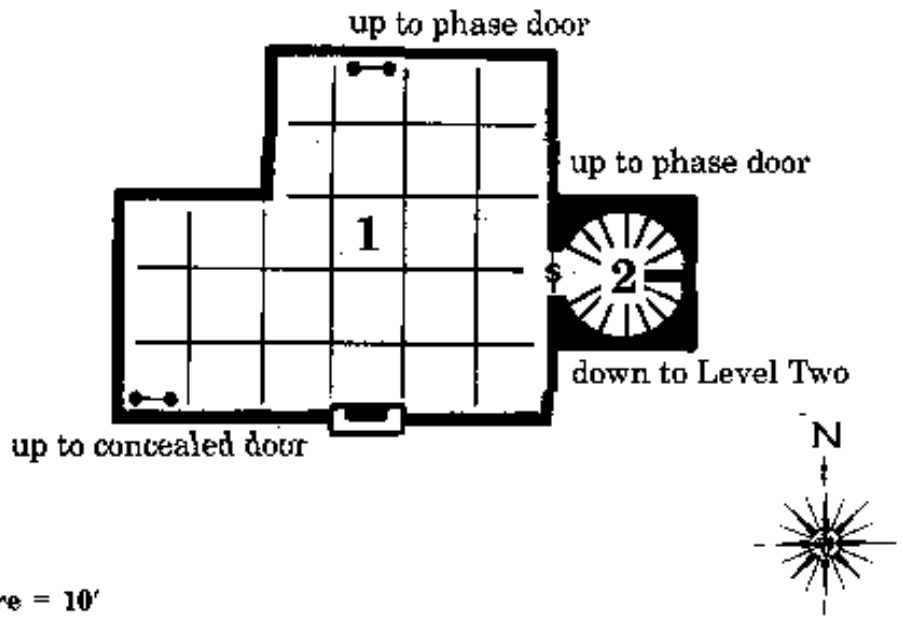
1. Welcome Chamber (C, 15' ceiling).

The concealed door in the tower hides a ladder descending 50' into a well-lit chamber. As you climb down, the temperature increases to 72°F. Everyone bundled in heavy clothing feels overheated.

This chamber is lavishly decorated, giving you the impression that Azurax is a man of grandiose tastes. The floor is covered by a lush, finely woven carpet that makes the more fastidious among you ashamed to soil it with your dirty boots. The walls are covered with wood paneling hung with paintings in ornate gold frames, depicting scenes from various outer planes. The room is warmed by a fireplace that gives off no smoke, although the fire burns brightly. Near the fireplace are three finely carved oak chairs. Against the east wall is an upholstered sofa of similar style to the chairs. The center of the room is taken up by a huge mahogany table on which rest a crystal decanter and several goblets. The decanter holds what appears to be a rich, red wine. Five bottles of a similar wine sit upon the fireplace mantel in front of a fabulous portrait of a man who can only be Azurax. The portrait's frame is platinum, richly sprinkled with diamond dust. [*See the description of Azurax at the end of the module for his appearance.*]

In the western section of the room, in a corner that cannot be seen from the ladder, is its sole inhabitant, a woman whose beauty seems goddesslike. When the PCs enter the room far enough to notice her, she steps forward to greet them. "I am Florimel," she says, her smile nearly stunning any human male in the room. The woman has a comeliness of 25, with all attendant effects. She is also not human at all.

LEVEL ONE



1 square = 10'

False Florimel, simulacrum: AC 10; MV 12"; zero level; hp 1; #AT 0; AL N. The simulacrum looks the characters up and down with a calm stare, then firmly states, "You were not invited here. Have you come to kill Azurax?" (Most of her comments are preprogrammed.)

If the PCs answer in the affirmative, she sighs heavily and replies, "I must say that's very foolish of you, although I'm just a humble servant and stay clear of such affairs. Lord Silverhawk is on very good terms with . . . well, I could never pronounce the names of slaadi masters. Azurax knows you're here, and I expect him to be making his move against you at any moment. Would you care for some wine?"

If the PCs lie and say they are not out to get Azurax, she shrugs her shoulders and replies, "Whatever you say. It isn't up to me to judge you," and offers no further information. She is incapable of relaying any more information than she would give to an affirmative answer; that is as much as she knows about Azurax and the rest of the complex, although the original Florimel knows more (see room 26). The false Florimel is always kind, pleasant, and beautiful, but she only obeys Azurax.

There are three paintings (worth 500 gp each) in gold frames (worth 1,000 gp each) in addition to Azurax's portrait. The oak chairs are worth 50 gp each, the table is worth 75 gp, and the sofa is worth 150 gp. The fireplace is magical; it burns without smoke and consumes no wood. It is worth up to 5,000 gp if it can be removed and carried off. The wine bottles are of nearly priceless vintage. Collectors will pay up to 5,000 gp per bottle, although this is likely only in the largest of cities, where multiple bidders can raise the price.

This portrait of Azurax, and many other similar portraits scattered about the complex, are meant to distract attention from the *portrait of longevity* (see room 38). These lesser portraits, each painted by a master, are worth up to 8,000 gp each, and each platinum frame is worth up to 12,000 gp (see note above regarding the sale of collectables). The paintings are magical, however. If any part of a frame or painting is touched, the person disturbing it takes 21 hp electrical damage (save vs. spells for half damage). If a painting is vandalized (e.g., slashed or burned), the vandal must save vs. death magic or die. Even if the save is made, he takes 10d6 hp electrical damage and is *confused* for 2-8 turns.

A secret door in the east wall leads to a spiral staircase. If the secret door is disturbed in any way, a *magic mouth* says, "Welcome to the home of Azurax. Uninvited guests will be fed to the dragons. We hope you enjoy your stay."

2. Stairway (O, 8' ceiling). This long, stone staircase is guarded by Fell-3, a simulacrum of Azurax's warrior associate. Fell-3 attacks any creatures who try to descend the spiral staircase without Azurax's permission. As a simulacrum, he cannot deviate from this purpose. The stairway ascends 60' before it abruptly ends at a blank ceiling, one of Azurax's *phase door* entrances. In the other direction, the stone stairs descend 100'. Aside from Fell-3, there are no other guards or traps on the staircase.

Fell-3, simulacrum: AC −2; MV 6"; F4; hp 40; #AT 1; Dmg by weapon type; personal characteristics as per Lord Fell, room 28; AL N). He has received a *stoneskin* spell, wields a *long sword +1*, and carries a red *shield +1* with a device of three black arrows pointing in different directions. He is 6'6" tall and wears black plate mail.

Level Two

3. Foyer (C, 15' ceiling). At the bottom of the stairs is an opening to the second level of the complex, the guest level. In the foyer, an exquisitely painted china vase holds a bouquet of exotic blue roses. There are also two more paintings similar to the one found on the first level, and another portrait of Azurax.

The vase is magical; its dweomer keeps flowers fresh for 20 times their normal life-span. Considering both its magical and its artistic value, the vase could be sold for 1,000 gp. The roses are a rare variety, but they are not magical. The paintings and the portrait are identical in value and magic to those found in room 1.

4. Guest Room (0, 15' ceiling). It is obvious that this is a sleeping room for Azurax's (invited) guests. This room has not been occupied for some time. It is dusty and not well kept, and the lamps are unlit. There is an enormous soft bed with a maple, hand-carved frame and

very thick mattresses covered by an ornately stitched quilt. An empty chest of drawers and a hill-giant-sized bathtub complete the room's furnishings.

The quilt and the bathtub are both magical. This *quilt of warmth* has the same effect as a *ring of warmth*. Although it is much too bulky to be worn, rich people who live in old, drafty castles might pay a good price for it. The bathtub fills with water on command and never overflows. Its command words are "hot," "warm," "cold," "stop," and "empty." The tub could sell for as much as 3,000 gp, the bed might sell for 150 gp, and the chest of drawers is worth about 75 gp.

5. Guest Room (O, 15′ ceiling). This room is identical in all respects to room 4, but is laid out in mirror image. It, too, is dusty and unoccupied.

6. Guest Entertainment Room (C, 15′ ceiling). In this room are many items to entertain visitors, including a chess set, a board with some dice and tiles, and two crystal globes.

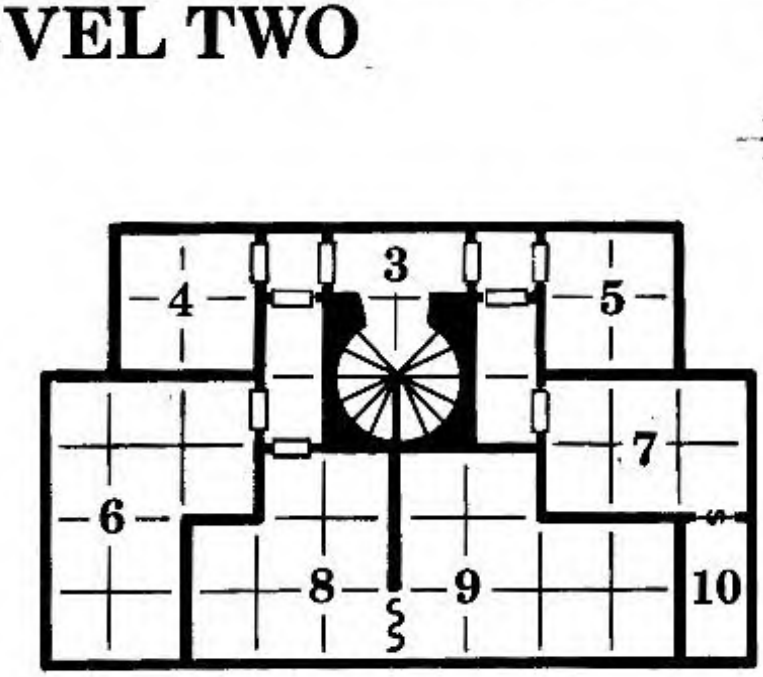
The chess set is magical. While it can be used by two players as a normal chess set, it can also compete against a single player, its pieces levitating themselves into position. The chess board plays a very good game but can be beaten by a player with an intelligence of 17 or 18. The chess pieces are made from black and white marble; the board is of brass overlaid with marble tiles. The entire set is worth 3,000 gp, although a chess aficionado might pay a higher price (up to 8,000 gp) for it at auction.

The board with tiles and dice is a wargame called "Magi and Cavalry." One opponent plays a powerful mage who is trying to conquer a king's castle. The other player controls the weaker but more numerous cavalry and magic-user units that try to stop the great mage. This set is also magical; the board displays random terrain and regulates movement, but it does not take the part of either opponent. This is Azurax's favorite game, and might be sold for 500 gp.

The two crystal globes are each the size of a *crystal ball*. These *spheres of desire* display images most desired by the beings who touch them. Humble clerics see the sick healed, evil fighters see images of death and destruction, haughty cavaliers see themselves idolized by the peasantry, etc. (If characters of supposed good alignment seem to enjoy killing monsters and grabbing wealth more than doing good deeds, this is a good place to show them the error of their ways.) The globes present images, not sounds. They are captivating but have no magical power to *charm* people or cause them to ignore the events around them. The globes are worth 2,000 gp each.

The DM may include additional recreational devices from other sources or from his own imagination. These items are but a sample of what might be available.

LEVEL TWO



1 square = 10′

7. Library (C, 15′ ceiling).

> This room contains two wooden shelves crammed full of books, two wooden reading tables, a brass globe, and a tapestry hanging on the wall. An armored figure is sitting at one of the tables with his back to you, reading a book.

Upon examination, it becomes obvious that this is a recreational library meant for guests' reading pleasure; it is not a research library, nor does it contain anything relevant to the study of magic. Titles on the shelves include: *Arzok and Asrien, The Romance of an Elf and An Orc Who Dared; Roasting the Self-Righteous* (a paladin joke book); *The Stuffed Owlbear* (a book of orcish poetry); and, *The Complete Mangler* (the life story of a wrestler). Many of the titles are quite lurid, and none are great literature. Some books might sell for a few silver pieces to a used-book dealer, or for a few gold pieces if someone gullible enough can be found.

The brass globe is meant to show the relationships between the various inner and outer planes. It is a wildly inaccurate model, of course, as most mages argue that it is impossible to construct extraplanar geometry in only three dimensions. The globe is worth 25 gp. The room is lushly carpeted, and the tapestry that hangs on the south wall depicts a group of dragons slaying a powerful and famous paladin noted for his arrogance. Behind this tapestry is a secret door.

The aforementioned armored figure is another simulacrum of Azurax's body-

guard, and is named Fell-4. He has been instructed to attack people in the library only in self-defense, and he has not yet received instructions about the intruders. He is reading a book entitled *Knight Must Fall,* a thick romance novel about a family of supposedly good paladins and their rather corrupt affairs. He is annoyed if interrupted and tells intruders to "go down to the Limbo portal and get lost." He reveals no further information. He may be surprised normally if the room is entered with stealth; otherwise, he glances around, then continues reading.

Fell-4, simulacrum: AC −2; MV 6"; F5; hp 50; N. He has the same characteristics, armor, weapons, magical items, and shield device as the simulacrum described in room 2, and is also the recipient of a *stoneskin* spell.

8. Guest Dining Room (O, 15′ ceiling). This is where visitors dine. The long, rectangular mahogany table is set with seven places on each side. The service is solid gold. A large crystal chandelier with dragon-shaped beads hangs overhead. There is no food set on the table; Azurax has not had guests for dinner for a long time. Some of the chairs have been bundled together into a sort of bed, and light blankets cover a snoring figure — a human chef.

Jasparot, master chef: AC 10; MV 12"; zero level; hp 2; #AT 1; Dmg by weapon type; AL LN. The chef stays here when he is not cooking for Azurax and his retainers. If he is startled, he rushes into the kitchen (room 9) and grabs a cleaver (as per hand axe) with which to defend himself. If questioned, Jasparot claims he doesn't know anything, he just works here. He was closing up shop in a restaurant a thousand miles away when Azurax came in the door, and that was the last the cook knew before he appeared here. Not being one to argue with an Arch-Mage, he has settled into a comfortable, if boring, life underground.

With more forceful questioning, the cook reveals he has been told never to touch the doors on the level below this one. He can also tell PCs the location of the kitchens on this level and on level four, and the command words for the elevator in room 10. "It's not up to me to comment on Azurax's morals," he mutters. "The last cook did so, and it is said that he was fed to the dragons." After imparting this information, he asks to be left alone so that he can go back to sleep. Jasparot won't get involved in any of the PCs' plans; he just wants to serve Azurax and be left alone.

The collected tableware is worth 4,000 gp. The table is magnificently crafted (worth 600 gp), although it would be extremely difficult to carry. The chandelier is nonmagical but would still sell for 1,000 gp.

9. Guest Kitchen (C, 15′ ceiling). The pantry for Azurax's guest dining room is filled with pots, pans, and a big stewing pot that looks like a cauldron. The larder is empty. A neat stack of china, decorated in an exquisite floral design, sits beside a plate of half-eaten cheese (Jasparot's lunch). There are shelves which contain old cups and plates, and a barrel filled with dishwater. A rack on the wall contains exotic spices unknown to the party. Spells such as *detect magic* reveal that many of the pots, the cauldron, and the barrel have distinct dweomers of alteration magic.

The pans are *pans of cooking* which require no heat. Their command words are "heat," "fry," "stir," and "off." A character must be in physical contact with a pan's handle to command it. The stew pot is a *cauldron of cooking.* Its command words are "simmer," "boil," and "off." The barrel is a *barrel of cleaning;* it washes dishes or clothing. The key words are "wash" and "off." The *barrel* is not perfect, however. It leaves spots on glassware that Jasparot has to polish off. Each of the eight *pans* is worth 200 gp. The *cauldron* is worth 1,500 gp to a cook or 2,500 gp to an alchemist. The *barrel* is worth 2,250 gp.

10. Elevator Room (C, 12′ ceiling). This secret passage is well lit but featureless. It leads to a dead-end wall, in front of which is an 8′ × 8′ elevated stone square. If anyone stands on this square, a *magic mouth* speaks in an ancient dialect of Common (understood with difficulty by magic-users and clerics who roll intelligence or less on 1d20). The *magic mouth* asks, "Doth thou desire to ascend to the heights or descend to the depths?" If a character says "descend," the elevator goes down 450′ to the next level. The descent is slow, taking one full turn. If the character says "ascend," nothing happens as the elevator is already at the top. If "ascend" is spoken as the elevator is going down but before it reaches the bottom, the slab reverses its course and rises. Once the elevator comes with 30′ of the next lower level, however, it *must* land (the "ascend" command does not work).

A *passwall* or *stone shape* spell causes the stone square to open up, revealing a dark, 450′-deep shaft descending into a lighted area.

Level Three

11. Teleport Chamber (C, 30′ ceiling). This large, octagonal chamber surrounds a raised, octagonal platform. The room is otherwise featureless, but it is not uninhabited. Ranged about the room are eight formidable foes: a fighter in full plate armor, a magic-user who resembles Azurax, two grey slaadi, and four green slaadi. Azurax's defense has begun in earnest.

A *detect magic* spell can reveal both humans to be simulacra. The real Azurax is in the magic mirror chamber (room 19). He scries the teleportation chamber with the mirror as soon as the characters arrive here (remember, he can sense the PCs' location) and observes the battle as long as the party does not dispel his scrying. He may use his *ring of multiple wishes* (in room 29) to aid his henchmen, but *wishes* are often difficult for the DM to handle. Here are some guidelines:

Azurax does not use a *fireball* to slay an ant; he will not use a *wish* unless he sees the party as a definite threat. At this stage he will use, at most, only two *wishes* from his ring. If he observes the party has a powerful weapon — a *sword +5 holy avenger,* a *vorpal blade,* or a *staff of the magi,* for instance — Azurax *wishes* for that item to become powerless as long as it is inside his complex. (The weapon will return to normal outside the complex.) If the PCs are slaughtering the slaadi without any trouble, Azurax might *wish* the slaadi back to full hit points or *wish* that all intruders in the room take critical wounds (i.e., each PC takes damage equal to a *cause critical wounds* spell with no saving throw). Azurax will not waste *wishes* if the party is struggling to get past the slaadi. Remember, it is not fun for the PCs to be bashed by an unseen hand. Use Azurax's intervention to spur them on, not to discourage them.

Azurax has a mutual defense pact with the slaadi master Zgotar, one of the four known death slaadi (see also

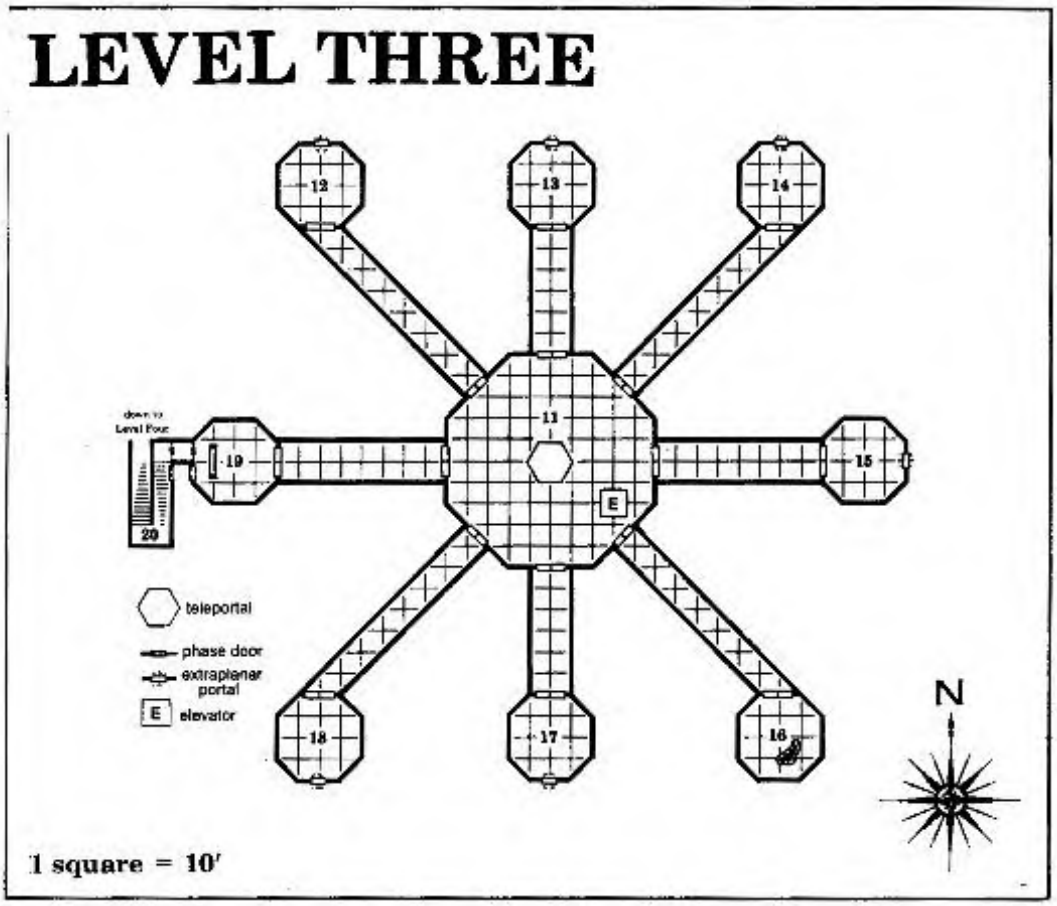
room 12, the Limbo portal). The slaadi and simulacra in this room are powerful opponents:

Grey slaadi (2): AC 1; MV 12"; HD 10+6; hp 65, 62; #AT 3 or 2; Dmg 2-16/4-10/4-10 or two sword attacks each (with strength bonuses) using *swords of sharpness*; SA *cause fear, create illusion, darkness, flame strike, lightning ball, symbol* (pain or fear), *power word blind, gate* 1-3 grey slaad, *psionics*, 18/00 strength; SD +1 or better weapon to hit, 55% magic resistance, *invisibility*, immune to *cold* and *disintegration;* other powers: *know alignment, infravision, wind walk, shape change;* AL CN. Each grey slaad carries 4-7 platinum ingots (worth 50 gp each) and a gem (500-2,000 gp value) in a shoulder bag.

Green slaadi (4): AC 3; MV 9"; HD 9+3; hp 54, 48, 43 (×2); #AT 3; Dmg 2-16/3-8/3-8; SA *telekinesis, fear, continual darkness, produce flame, gate* other slaad (50% success), *delayed blast fireball;* SD +1 or better weapon to hit, 50% magic resistance; other powers: *polymorph self, ESP, detect invisibility, detect magic, locate object;* AL CN. Each green slaad carries 2-5 platinum ingots worth 50 gp each in a belt sack.

Fell-1, simulacrum: AC 6; MV 9"; F9; hp 90; #AT 3/2; Dmg by weapon type; personal characteristics as per Lord Fell, room 28; AL N; *long sword +2, 12 arrows +2, short bow +2, full plate armor +1* (hp 42), *shield +2.* He has had a *stoneskin* spell placed on him, and unless the PCs descended the elevator in fewer than six rounds, he also has a *haste* spell cast upon him. Fell-1 keeps his short bow ready until the enemy closes to melee range. Unlike the other Fell simulacra, this one does not have Fell's weapon specialization with bastard swords (which was lost in the simulacrum creation process).

Azurax-1, simulacrum: AC 4; MV 12"; MU10; hp 45; #AT 1; Dmg by spell or weapon type; personal statistics as per Azurax (see end of module); AL N. This simulacrum has already cast the following spells on himself: *stoneskin, armor, levitate, polymorph self, shield, mirror image,* and *minor globe of invulnerability.* The first two spells last until dispelled and were cast some days ago. *Levitate* was cast when the PCs entered the secret passage. The remaining four spells were cast as soon as the party came down the elevator shaft (one spell cast each round). In the fifth round, Azurax-1 casts *haste* on Fell-1. His other spells are: *grease, magic missile* (five missiles) (×2), *Melf's acid arrow, bind, hold person, slow, cone of cold,* and *hold monster.* He wears a *ring of protection +2.*



When the characters enter, the simulacrum of Azurax chortles, "I hope you intruders enjoyed your stay in my home. You will go no further, for the powers of Limbo feed from my hand. I will give you one opportunity: Leave the way you came, and no harm will come to you. Stay, and you will be caught up in the maelstrom of my power, to be rent asunder by forces beyond your comprehension. I did not get to be over 200 years old by allowing myself to be bitten by every mad dog who salivated over my vast lore and wealth."

If the PCs decide to interrupt his speech and attack, Azurax-1 stops instantly (he expects such ill manners from these "thieving louts"), and the battle begins. Azurax-1, Fell-1, and the slaadi employ the following tactics:

In the first round, one grey slaad blinds the group with a *power word,* focusing on the magic-users who are likely to have fewer hit points. The other executioner slaad uses a *symbol of pain* on the PC fighters. One green slaad aims a *delayed blast fireball* to encompass as many of the enemy as possible without hitting any of the slaadi or the simulacra. Another slaad uses a *detect invisible* spell, while the remaining two slaadi *gate* in whatever help they can get. Fell-1 peppers as many targets as possible with arrows (remember his *haste* spell). The magic-user casts *hold person/monster* on the party fighters; even if they save vs. spells, they are *slowed.*

During the second round, one grey slaad attempts to *gate* in more executioner slaadi, while the other grey slaad closes in with its *sword of sharpness,* preferring to attack a *slowed* fighter. Fell-1 attacks spell-casters with arrows, trying to disrupt their castings, while the green slaadi close into melee range. Azurax-1 casts a *cone of cold* on the targets of the grey slaad who wields the *sword of sharpness,* knowing the frog being is immune to magical cold. These tactics should have virtually any party gasping. From there on, the DM is on his own.

If the PCs are winning the fight, Fell-1 heroically melees with any foe in a last stand, while Azurax-1 flees to the Dra-

gonrealm portal (room 14) and the slaadi flee to the Limbo portal (room 12). Refer to each room description for the effects of that plane as well as any intervention that Azurax may receive should his allies on those planes be contacted.

The octagonal platform radiates a faint magic. This is the only location in the complex that can be memorized for *teleport* or *teleport without error* spells. All *teleportation* must be done to this spot or the spell fails. This is the platform's sole magical property. If the party later returns to the complex using *teleportation*, and if Azurax still rules the complex, the PCs find this room guarded by three green slaadi.

Note: Rooms 12-18 are octagonal, 20' on a side with 15' ceilings. They are completely bare of furniture (except as noted) and are illuminated only by light coming through the portals opposite the doors.

12. Limbo Portal.

> The double doors leading into this room have been left wide open. This octagonal chamber contains a huge stone archway, above which is inscribed a curious design of eight overlapping circles. The arch is 8' across and 12' tall. Through the arch, you can see nothing but wildly whirling mists, but the sound of a berserk storm comes through loudly.

This is the portal to the outer plane of Limbo. Any object (such as a pole) put into the maelstrom is immediately sucked in (regardless of the character's strength), and the PC must roll his dexterity or less on 1d20 to let go in time or be sucked into Limbo as well.

Immediately beyond the portal are Zgotar, a slaadi Death Master, and his bodyguard of four grey slaadi, who await word on whether Azurax requires their aid. They attack any unauthorized entrants into Limbo, although if the PCs get down on their knees and beg for mercy, there is a 70% chance that they are enslaved instead of killed. If any slaadi from the complex escape to tell Zgotar of the party's intrusion, there is an 80% chance that he and his bodyguards will enter Azurax's complex to give aid. Zgotar is the most strong-willed of the four known Death Slaadi and rules his realm with the greatest efficiency. Zgotar's goal is to become another great master slaad like Ygorl and Ssendam, and Azurax has proven himself to be an invaluable ally.

Zgotar, death slaad: AC −4; MV 12"; HD 15+7; hp 101; #AT 3 or 2; Dmg 2-20/3-18/3-18 or by two sword attacks using *swords of dancing*; SA bite drains 1-3 experience levels; SD +2 or better weapon to hit, 75% magic resistance; other powers: *gate* (90% chance) other slaadi, *darkness* (15' radius), *cloudkill, fear, advanced illusion, flame strike, weakness, symbol* (any), *power word stun, unholy word, fireball* (8d6), *phantasmal killer, invisibility, ESP, astral projection, detect invisibility, detect magic, wind walk, locate object, shape change* (slaad/man); AL CN.

Grey slaadi (4): hp 68, 57, 53, 49; see room 11 for full statistics. Each of these grey slaadi carries a *long sword +4*.

If Zgotar chooses to attack, he sends a *phantasmal killer* against the first character through the portal. Two grey slaadi use *symbols of pain* and *fear* (one each) on those who follow, and the other slaadi use *lightning balls*. Then Zgotar closes in with his *sword of dancing*, releasing it in a melee round when it is +1, and attacks with bite and claws.

Outside of Limbo and this portal chamber, the magical bonuses on the slaadi's weapons are reduced by two factors (a *sword +4* becomes a *sword +2*, etc.). Within Limbo, all weapons, armor, and other protective devices from the Prime Material plane are reduced by two factors. If any weapon's magic is reduced to zero, all special properties are lost (e.g., a *sword +2, nine lives stealer* becomes nonmagical and is incapable of draining life levels in Limbo). Zgotar's *sword of dancing* is immune to this effect.

Creatures from Limbo may be *summoned* in the portal chamber. This portal is two-way, although the target must be fully in Limbo before he can return to the Prime Material plane.

13. Pandemonium Portal. The doors to this chamber are *wizard locked* (21st level). The portal opposite the door appears to be a wildly swirling collage

of chaotic imagery accompanied by a cacophonic din. Anyone who touches the portal is dragged through, in a manner similar to the Limbo portal (room 12). The symbol above this portal is six overlapping triangles.

The portal opens onto a region on the first layer of Pandemonium. Azurax occasionally visits this part of the plane out of curiosity. Also, demons occasionally visit here; due to the corrupting influences of the *portrait of longevity,* Azurax is beginning to see demons as useful servants, an idea which would have once been unthinkable to him.

Pandemonium is subject to the same alterations in magic as Limbo (see *Manual of the Planes,* page 78). This part of Pandemonium is very hard on the psyche. Every turn, nonnatives of the plane must save vs. spells or be *confused* for 2-4 turns. In addition, for every hour spent in this region of Pandemonium, there is a 10% cumulative chance to develop a random insanity (see page 83 of the *Dungeon Masters Guide*).

14. Dragonrealm Portal. The doors to this chamber are not locked, but they have not been left open. Across the room from the doorway is yet another portal, watched over from above by the symbol of a huge brass dragon.

This is a portal to a parallel Prime Material plane known as Dragonrealm, which is ruled by dragons. Enough other life is left there for the dragons to eat, although some areas have been overhunted, and the dragons have turned to eating each other to avoid starvation. Dragons of most known colors and metals exist in Dragonrealm, although there are far more evil dragons than good ones. All of the dragons of Dragonrealm are tougher than normal; they are at least two armor classes better and average two hit dice over normal dragons (e.g., a dragon that normally has 11 HD has 13 HD in the Dragonrealm). These dragons are more powerful because of a special quality of their plane; if brought to the PCs' Prime Material plane, they become normal dragons after a month's time.

This realm is overseen by four dragons called Rulers. Each Ruler is a minor (two-headed) chromatic dragon with 15 HD, two breath weapons per head, and powerful spell-casting abilities (up to 7th-level magic-user abilities and 4th-level cleric abilities). Even if brought to the PCs' Prime Material plane, dragon Rulers retain their special powers and abilities.

Dragonrealm is often desolate. Humans have not been seen in large numbers in 2,000 years and are considered myths to scare young hatchlings. Legends speak of the awful day when the humans shall return to plague dragonkind. The dragons who live around the portal know better, but because they like the taste of humans, they don't tell anyone else about their secret.

This portal is one way; those who jump through cannot come back again through this doorway (which explains various references to being "fed to the dragons"). If Azurax-1 jumps through here, it is to lure any party members who pursue to their doom.

Monster and insect summoning spells will work in this chamber, although there is a chance (25%) that any monster summoned is a dragon of the appropriate level.

15. Astral Portal. The doors to this chamber are *wizard locked* (21st level). The portal, below a symbol of five stars arranged along the edge of a circle, is guarded from within the room by three green slaadi (hp 51, 45, 44; see room 11 for arms and complete statistics).

This is a portal to the Astral plane. The portal is filled with a swirling mist which reflects light; each drop of mist looks like a grain of gleaming sand; its substance feels sandlike as well. As with the Limbo and Pandemonium portals, this one sucks in any who touch it. It is a two-way portal and can be entered from the Astral plane as well.

Azurax has a major stronghold on an Astral island which he visits occasionally. Only Azurax knows its exact location, but it contains several scrolls and a spell-book to rememorize vital spells. Azurax maintains a diplomatic tolerance of his Astral neighbors. There is a large githyanki outpost nearby which, by agreement, does not bother the Arch-Mage during his travels. Although he does not really care for githyanki, Azurax has aided them on occasion in exchange for future aid.

Creatures native to the Astral plane may be summoned in this chamber. Any creature entering the Astral plane here and traveling out of sight of the portal has only a 5% chance to find the doorway again (but Azurax can always find his way back).

16. Fire Portal. The doors of this room are *wizard locked* (21st level). This room has no portal opposite the door, but instead is dominated by a 10'-diameter burning pit in its center. Flames from the pit are acrid, and a sulphuric stench permeates the air. The fire makes a crackling sound, but the faint sounds of an all-consuming inferno, like a huge furnace, can be heard as if coming from far away. The room is otherwise bare, and there is no symbol on or near the fire pit.

This unguarded pit is a portal to the plane of Elemental Fire. Creatures who touch the pit take 6d6+6 hp fire damage. Creatures who are cast into the pit appear to float on the surface of the flames, sustaining 12d6+12 hp fire damage per round and an additional 6d6+6 hp damage per round for 1-3 rounds after being taken from the pit. Anything cast into the pit does not enter the plane of Elemental Fire; this portal allows for only the *summoning* of creatures from that plane. Azurax doesn't take care of this room and rarely uses it.

17. Earth Portal. The doors to this chamber are *wizard locked* (21st level). While there is a gate opposite the entryway, there is no symbol above it. Behind the gate is a huge slab, a wall of plain granite.

This really is a portal to the plane of Elemental Earth. As with the portal to the plane of Elemental Fire, it does not permit entry into that plane but allows creatures from that element to be summoned onto the Prime Material plane. If the stone slab is touched, even indirectly (i.e., prodded with a sword or pole), the person touching the slab must save vs. petrification at −3 or be turned to stone. The room is covered by a layer of fine dust, indicating that it has not been used in quite a while.

18. Portal Trap. The doors of this room are *wizard locked* (21st level) and marked with a rune that translates as "Warning: Great Evil — Do Not Enter" if a *read magic* spell is used. The room looks as though no one has been in here in a long time. The portal at the far end of the room is a swirling mist of many vivid colors accompanied by beautiful music. The sight of the portal inspires *awe* in all who behold it. Those above 5th level may, with concentration, ignore its effects, while those who are of

that level or lower must get down on their knees and bow to the portal.

If anyone gets within 20' of the portal, a voice cries out:

"At last, those whose coming was foretold have arrived! Touch me, and I shall be purged, my colors freed, and your desires will be granted."

In truth, this is a *magic mouth*, set here to lure the foolish into a trap. The portal is really a conduit to the Negative Material plane, masked by a *wish* illusion. Those who touch the portal must save vs. death magic or be drained of all their life levels (forever dead, except if raised by the power of a *wish*). If the save is made, or if the victim is *wished* back to life, he still loses 2-4 life levels. The portal radiates a very strong evil. If the word "evil" is mentioned within 20' of the portal, another *magic mouth* is triggered. It says:

"Any evil found on me is a lie, cast by the evil wizard who binds me. Free me and I will aid in his destruction."

If the name "Azurax" is spoken within 20' of the portal, a third *magic mouth* speaks:

"Azurax! That vile slaadspawn must be stopped! Please release me! I know him well, and I can help you. Touch me, please!"

Two rounds after all three *magic mouths* have spoken, a fourth *magic mouth* speaks:

"I grow faint. He uses a *wish* to stop me. . . . Not again! My time is short. Release me now, or else . . . oblivion. . . ."

If the portal is touched, a final *magic mouth* is triggered:

"Greedy thief! How does it feel to be burned? You sought my treasure, but you find annihilation! Ha ha ha ha ha ha ha!"

Creatures immune to the effects of the Negative Material plane are unaffected by the life-draining. Creatures from the Negative Material plane cannot be *summoned* here, nor can anyone fully enter that plane from this point.

19. Mirror Chamber (O, 15' ceiling). This door is marked by magical runes warning: "Demonic Evil Imprisoned — Do Not Enter!" — yet the door is not locked.

Unlike the interiors of the other portal rooms, this chamber is ornately decorated. The floor is carpeted by a large red rug, a table with eight burning gold candles sits in the center of the room, and a large portrait of Azurax hangs on the side wall. At the far side of the room is a large mirror in a huge (8' tall by 15' wide) stone frame. The frame is decorated with the carved images of gargoyles, dragons, and other monsters.

The mirror does not reflect the inhabitants or contents of this room; instead, it shows only swirling mists. It is a *mirror of mental prowess*. Azurax used it to spy on the PCs when they were in the teleportation room. The *mirror* cannot scry Azurax, the room he is in, or any part of Level Five.

As soon as the PCs enter this room, they see someone who looks like Azurax as he jumps into the *mirror* and runs into the mist. This is actually the simulacrum Azurax-3.

Azurax-3, simulacrum: AC as per spells; MV 12"; MU7; hp 32; #AT 1; Dmg by spell or weapon type; personal characteristics as per Azurax (see end of module); AL N. He has the following spells already cast on his person, using spell scrolls: *stoneskin, armor, shield, polymorph self, levitate*. He has memorized the following spells: *enlarge, magic missile* (×2), *mirror image, ray of enfeeblement, web, dispel magic, slow*. Like other Azurax simulacra, he has the same powers for high intelligence and wisdom, but not his permanency powers.

The real Azurax is also in this room, hiding behind the *mirror* (a thin coating of lead on the *mirror*'s back shields it from X-rays). If the party enters the mirror, Azurax comes around to the front and alters the scene in the *mirror* to trap the characters in Limbo, the plane depicted on the *mirror*'s surface. If the party doesn't fall for this trick, Azurax passes through the *phase door* in this room and scurries down the stairway to the next level.

The portrait is similar to the painting in room 1; it does the same damage to anyone who defaces it. The candles are of a beautiful substance like golden wax (value 10 gp per candle). The black maple table is small but well crafted, and has a 40-gp resale value.

The *mirror* and its frame weigh 800 lbs. The frame is part of the dweomer; if the *mirror* is removed from the frame, it loses its magic and becomes a normal mirror.

20. Secret Passage (O, 10' ceiling in passage, 8' ceiling on stairs). Behind the *mirror* is a secret passage that leads to a stairway. There is also a *phase door* that connects room 19 to the stairway for the benefit of Azurax. These dim stairs descend 150' in eight flights. At the bottom of each flight, a button raises and lowers a portcullis on the landing above. If Azurax escaped from the mirror chamber (room 19), all eight portculli are down but not *wizard locked*. Otherwise, the stairway and the passage are unguarded.

Level Four

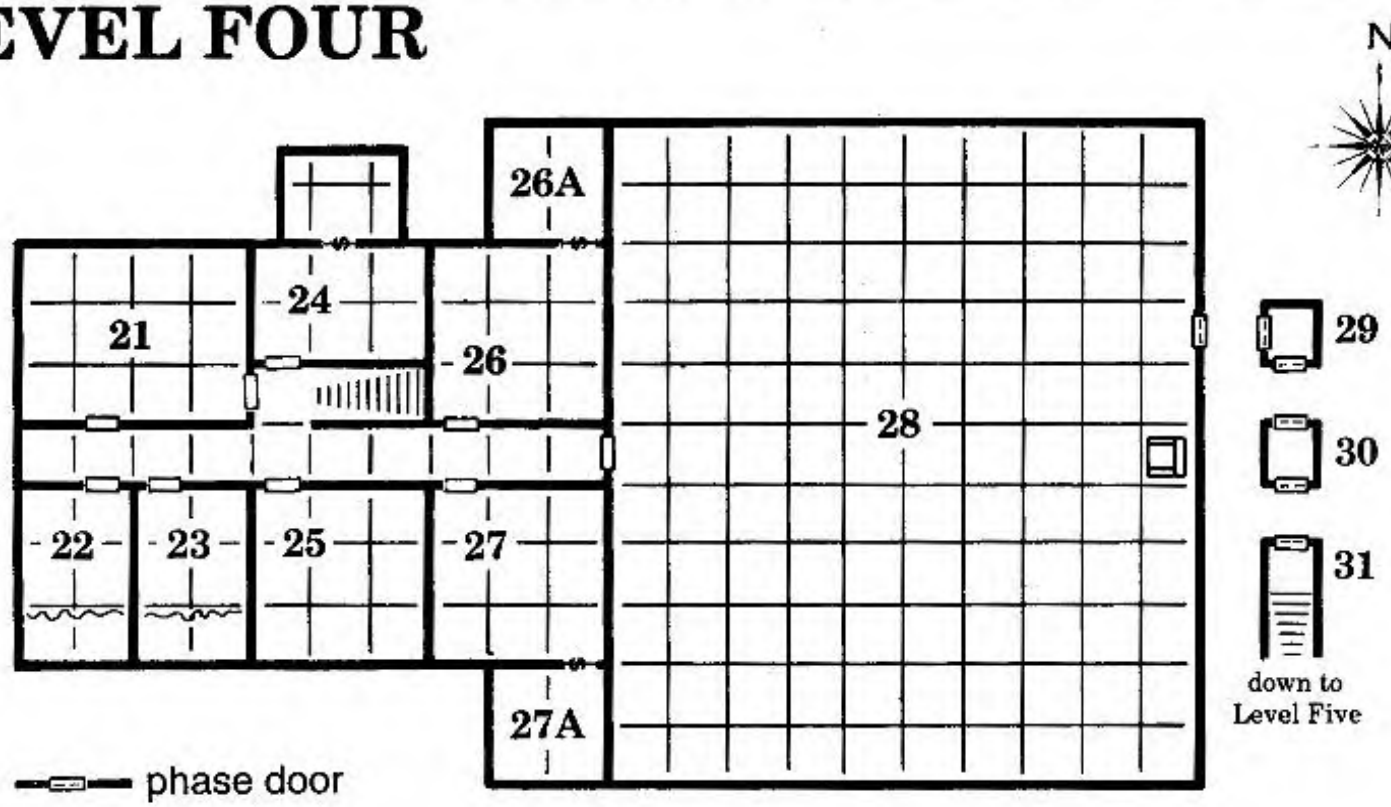
21. Gymnasium (C, 15' ceiling). This well-lit place appears to be a gymnasium. The center of the wooden floor is covered by a 15' × 15' wrestling mat. Beside the mat is a slightly elevated wooden platform, also 15' × 15'. And ranged about the room are nine armored figures, swords drawn and ready to attack.

This is the place where Lord Fell trains. The platform is a tilt floor; it is balanced on a central fulcrum and tilts when it is walked upon, responding to every movement. Anyone who fights on it does so at −4 to hit and must roll his dexterity or less on 1d20 or stumble and fall. The armored figures, actually animated suits of armor, do not have to roll against dexterity; they are programmed to fight without penalties.

The animated armor was created by Azurax, using several deceased enemy fighters. Lord Fell animated the suits as soon as he heard that the complex had been invaded. Normally, they are animated when any living being holding a drawn weapon comes within 5'. This makes them not only good guards, but also excellent practice partners for Fell, whom they have been programmed to recognize. Thus, the armor will give Fell a challenging — but nonlethal — bout of swordplay. The armor has no restrictions about killing anyone else.

Each suit is deactivated for 24 hours when it sustains five times its hit points in damage, and is destroyed when it is damaged for 10 times its hit points. The suits are each 6'6" tall, weigh 400 lbs., and have great strength. They receive their strength bonuses "to hit," and can see invisible objects. The suits are immune to fire, lightning, *magic missiles*, and illusion/phantasm spells. A thief's attack from behind does only normal

LEVEL FOUR



1 square = 10'

damage. They use both hands to wield nonmagical bastard swords in combat. Their stats are as follows:

5th-level fighters (4): AC 2; MV 9"; hp 25; #AT 1; Dmg by weapon type; SA 18/00 strength; AL N.

9th-level fighters (3): AC −1; MV 12"; hp 45; #AT 3/2; Dmg by weapon type; SA 19 strength; AL N.

13th-level fighters (2): AC −4; MV 15"; hp 65; #AT 2; Dmg by weapon type; SA 20 strength; AL N.

A *resurrection* spell will restore to life the fighter who was used to create the armor. The DM should create statistics for such characters as appropriate. No treasure is in this room.

22. Fell Simulacra Barracks (M, 15' ceiling). This door is not locked. The room contains three double-level mahogany bunk beds covered with furs, a cheap-looking brown rug, and a single lamp burning dimly on a polished pine table. The back of the room is closed off by a folding screen. There is no one in either section of the room.

The lamp is magical; it burns oil six times more slowly than an ordinary lamp, and it may be verbally commanded with the words "on," "off," "brighter," and "dimmer." There are five levels of brilliance; when turned on, the lamp is at the third level (the fifth level is as bright as the illumination from a *continual light* spell. This lamp has a value of 250 gp.

Behind the screen are six armor racks, and racks for scabbards and other weapon holders. About 70 (nonmagical) arrows remain in five quivers; the remainder of the weapons are gone, taken by the warriors who wield them. There is also a rack for ordinary clothing. Underneath the floor, beneath a shifting floorboard, is a large brass trunk (unlocked) which contains 600 gp and six gems worth 500 gp each.

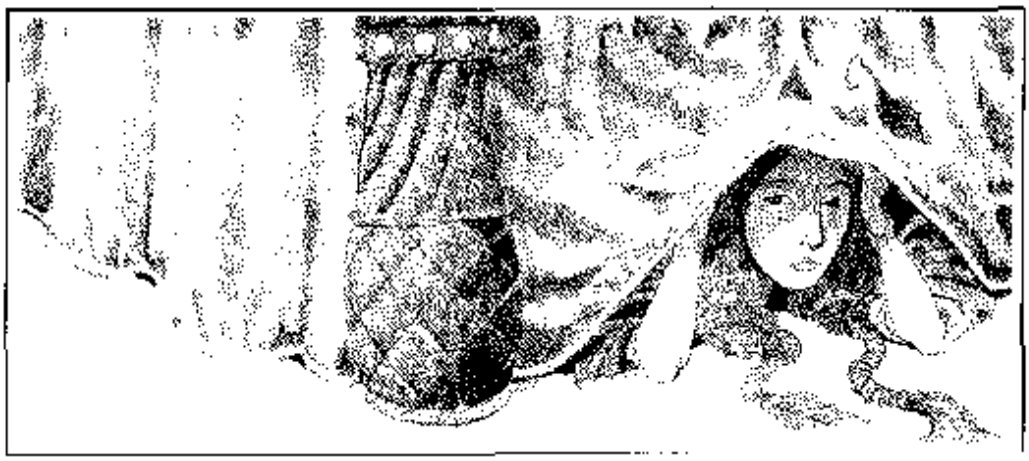
23. Azurax Simulacra Barracks (M, 15' ceiling). Inside this unlocked room are three double-level, well-crafted maple bunk beds, a reading table with two large jade cats, and a lamp identical to the one in room 22. Someone has left a magical research treatise on the table: *Turn to Stone! The Uses of Cockatrice Feathers,* by the wizard Vivarsh. Another portrait of Azurax hangs on the wall.

The research paper describes the creation of a potion that reverses petrification, but if the research is followed the potion will not work. It is being studied as a document in failure, not as a recipe. There is a portrait of Azurax in a platinum frame on the wall; its value and effects are identical to those described in room 1. The two jade cats are nonmagical and are worth 500 gp each.

A screen closes off the rear section of the chamber. Behind the screen is a wardrobe containing clothing (similar to Azurax's. There are also three large, leather-bound books, the standard spell books shared by all Azurax's simulacra. There is no gold or other treasure in this room.

Book One — First-level magic-user spells: *armor, burning hands, detect magic, enlarge, erase, feather fall, grease, hold portal, identify, light, magic missile, melt, mending, mount, red magic, run, shield, shocking grasp, sleep, spider climb, taunt, unseen servant, wizard mark.*

Book Two — Second- and third-level magic-user spells: *bind, knock, levitate, Melf's acid arrow, mirror image, preserve, ray of enfeeblement, shatter, stink-*



ing cloud, vocalize, web, zephyr, dispel magic, fireball, gust of wind, haste, hold person, item, lightning bolt, material, secret page, slow, water breathing, wind wall.

Book Three — Fourth- and fifth-level magic-user spells: *confusion, dig dimension door, fire shield, fumble, ice storm, minor globe of invulnerability, polymorph self, Rary's mnemonic enhancer, stoneskin, cloudkill, cone of cold, hold monster, passwall, transmute rock to mud, wall of iron.*

24. Kitchen (C, 15' ceiling). This door swings open quite easily. Even before looking within, the aroma of something delicious announces that this is a kitchen (similar to room 9). There are 12 *pans of cooking* and two *cauldrons of cooking* here. The larder is well stocked with geese, ducks, and pheasants in a cool cabinet, vegetables and fruit in the cupboards, and a spice rack identical to the one in room 9. The kitchen is currently unoccupied, although a thick potato and beef soup is simmering in one of the *cauldrons of cooking*.

The cold cabinet is magical; it preserves meat five times longer than normal and would be worth about 500 gp on the open market. Behind the cabinet is a secret room containing special (nonmagical) supplies: a small barrel of oil, some rope, bundles of old cloth, blocks of wax, several long poles, and other useful items.

25. Dining Room (15' ceiling). Upon opening the room's unlocked door, it becomes clear that this is the complex's main dining room. Platinum tablewear, the finest china etched with gold runes, and fine damask tablecloths grace three dining tables. In the corner of the room is a large harp but no stool.

The room's lighting is unusual. Six lamps float close to a reflective glass ceiling. They dance in a circle if the command "dance" is given, causing shafts of starlight to shoot about the room. At the south end of the room is a 20' x 20' glass floor suitable for dancing upon. The room is currently uninhabited.

The floating lamps are magical; as a set they are worth 300 gp. If the set is separated, the individual lamps lose their magical properties but continue to function as normal oil lamps. The platinum utensils are worth 3,000 gp as a set, and the china has a value of 750 gp. The harp (worth 3,000 gp) is also magical, playing tunes on request. It has been programmed to play 21 tunes; the DM may choose those that are appropriate to his campaign setting.

26. Lord Fell's Chamber (M, 15' ceiling). The door to this room is *wizard locked* (21st level). The chamber is obviously a bedroom; it contains two quite different beds. One is a simple cot, more functional than elegant. The second is grandiose and feminine, with gold silk bedsheets and a large canopy frame that supports gossamer hangings. The entire room is elegantly carpeted, and a large mirror in an oak frame hangs on the wall.

There are two wardrobes in the room. One contains a man's red pantaloons and tunics decorated with a catseye symbol, gold capes, black cloaks, and furs for traveling in winter, as well as five finely crafted pairs of boots and several pairs of shoes. The other wardrobe holds a variety of dresses, gowns, shoes, and feminine clothing for all seasons.

There are also paintings (similar to the ones in room 1, but no portraits), a table with two (nonmagical) 1'-tall crystal troll figurines (worth 1,000 gp each), and a jewelry box containing a variety of rings, earrings, and bracelets (worth a total of 30,000 gp). A sweet, flowery smell permeates the room, coming from seven white roses set in a china vase on a ledge below the mirror.

These roses belong to the real Florimel, Lord Fell's consort (of a sort), who is hiding under her bed. Florimel is a human native of the land of Faerie, an alternate Prime Material plane ruled by the gray elven queen Gloriana. Florimel was acclaimed the most beautiful and chaste woman in the realm. During his many travels, Fell learned of her beauty and kidnapped her.

Fell fell — in love, that is — and has given Lady Florimel many gifts to earn her love. Nothing has quite worked, but Fell has a noble if rough spirit, and Florimel has been kind to him. They have worked out a living arrangement that leaves her virtue intact. She allowed Azurax to make a simulacrum of herself to satisfy Fell, though the warrior would much prefer to have the original Florimel.

Florimel will be frightened by unknown adventurers and will ask to be left alone so that the knights of Faerie can rescue her, as they have done before on similar occasions. (For more information on Florimel, see Edmund Spenser's *The Faerie Queene.*)

Lady Florimel: AC 10; MV 12"; zero level; hp 2; #AT 1; Dmg by weapon type; Co 25; AL NG. Florimel will use her comeliness to *fascinate* attackers and protect herself if necessary. If she is harmed or her treasure stolen, the wrongdoers will be hunted down by knights of Faerie (high-level paladins and cavaliers) eager to avenge her loss of honor.

Florimel has learned much about Lord Fell through chaste conversation, and can tell the PCs the following if she is treated kindly:

Fell's mother was cast into the Astral plane by an evil king when she was with child. There she died, but the child was rescued and raised among the githyanki, who trained the human boy to be their spy among his own kind. Fell became a peerless fighter, as strong and as talented as any knight. Eventually, he won his freedom from the githyanki, although he is on cordial terms with his foster relatives and still works for them

on occasion. Fell has a strong personal sense of honor and will fight to the death against superior odds to prove his ability. On the other hand, he does not allow his honor to interfere when the lives of his friends (including Azurax) are at stake. Florimel has also seen Lord Fell's special sword (not a gith-yanki *silver sword*); see room 28.

A secret door in the north wall of the room leads to a closet where Fell normally keeps his weaponry. There are no weapons here as he is currently fully armed. The only remaining article in the secret room is a small, empty brass snuff box. Florimel knows it has sentimental value to Lord Fell, but he has never explained it to her. It is neither magical nor legendary, but is the only item Fell has that belonged to his mother.

27. Azurax's Chamber (M, 15' ceiling). The door into this chamber is *wizard locked* (21st level). The room beyond is dark (the lamps are off), and the form of a large rosewood bed covered with black silk sheets can only dimly be seen. Black draperies adorn the walls; on close examination they are seen to be covered by magical runes. A maple reading table and a worn but very comfortable chair sit under a large lamp. On the table is a life-size blue sapphire faerie dragon figurine. There is a portrait of Azurax in a gold frame on the far wall. Wardrobes on either side of the portrait hold black tunics and cloaks marked with the symbol of a silver hawk.

This is Azurax's sleeping chamber. The portrait is yet another picture similar to that in room 1. The figurine radiates strong magic. If a *shatter* spell is cast on it, it breaks open to reveal a *ring of three wishes;* it is otherwise unbreakable.

Behind the draperies on the south wall is a secret room, hidden by a door that has been *sequestered.* This room contains a large iron trunk with an extremely complex lock (*pick locks* at −30% to open), containing 200 pp, 300 gp, and 200 sp in a variety of currencies. There is also one scroll in the trunk. It is *cursed;* unless a save vs. wands is successfully made, the person unrolling the scroll is *polymorphed* into a toad. If the saving throw is made, the character breaks out in horrible warts, reducing comeliness to 3. A *polymorph* spell cannot remove these warts (any *polymorphed* form assumed will have warts), but a *remove curse* spell can get rid of this affliction.

Under the chest's false bottom is another scroll, *cursed* in a manner identical to the one above.

28. Throne Room (C, 25' ceiling). This room is *wizard locked* (21st level). The doors open with a fanfare (negating any surprise) onto a grand chamber topped by a lavishly painted domed ceiling. A narrow, gold-embroidered carpet leads to a huge throne that seems to have been carved from a single colossal piece of jade. Bronze gargoyles peer down from alcoves about 15' above the floor. There are orange trees growing in the southwest corner of the room, an area so brilliantly lit by *continual light* spells that it appears bathed in sunshine. A grand tapestry covering the entire east wall behind the throne depicts the tale of a mad alchemist who dealt with diabolical forces and paid the price.

This room has seven inhabitants. An earth elemental guards the door. Near the center of the room stand three men in full plate armor holding drawn crossbows. They are arranged in a semicircle facing the door and are about 35' apart. Two wizards, each with *mirror images,* stand to either side of the throne (all appear identical to the portraits of Azurax). On the throne, clutching a staff in blackest anger, is yet another Azurax! None of the characters here are evil, if the party detects for it, and all radiate magic (Lord Fell from his armor, and Azurax Silverhawk from his *permanency* spells).

The Azurax on the throne attempts to parley, and he demands that a spokesman among the PCs explain the nature of their intrusion. He makes it clear that he will not kill the PCs out of hand, but they must answer for their actions in his citadel. The DM must emphasize Azurax's anger at the party, but also his sincerity in wanting to avoid combat. If the PCs leap into immediate offensive action, they are even bigger fools (in his eyes) than they were for intruding into his complex. Azurax will instantly assume that the PCs are here merely to loot his home, and he shouts, "Destroy them! They are honorless thieves! They wish only to loot the cradle of Azurax the God-King!" Combat is then unavoidable.

If the PCs state that they came to save the townspeople from destruction, Azurax at first sneers. "Such noble motives! You hypocrites! Do not pretend to be doing this for goodness' sake. You did not get this far without gleefully killing anything that got in your way. Gladly did you despoil corpses of their treasures. Gladly would you kill me to gain what I know. And gladly would you sacrifice those townspeople if it would bring you immortality. If you are truly good, then propose a way to avoid bloodshed in this matter that satisfies my desires, and perhaps I will listen."

The party, of course, may not know Azurax's desires, but he will say, "I desire life, and long life at that!" if asked. He will have nothing to do with potions of *longevity.* He ceases his production of more *pigments of longevity* if given a *philospher's stone* or the location of an artifact with the prime power of *restore youth.* He agrees never to cause harm to the townspeople again with his works, though such harm in the past was always inadvertent, if the PCs will find and give him the formula for an *elixir of youth.* Azurax will keep his word — for a few decades — until the portrait again requires restoration. The *portrait of longevity* is sentient and evil, and it will eventually gain a good deal of control over Azurax (see "New Magical Items").

The person on the throne is not the real Azurax but one of his simulacra, Azurax-5. The real Azurax is to his left, while Azurax-2 is to his right. The central fighter is the real Lord Fell. The fighter to his left is Fell-2, and the fighter to his right is Fell-5. The earth elemental is a real earth elemental (surprise!) conjured from room 17 and brought here on a permanent basis.

Azurax Silverhawk: AC −4; MV 12"; MU21; hp 63; #AT 1; Dmg by spell or weapon type; SD immunities and special powers due to high characteristics and permanencies (see end of module), 70% magic resistance; AL CN. Azurax currently has the following spells activated: *stoneskin, shape change, mirror image, Rary's mnemonic enhancer,* and *levitate* (from a scroll). He has memorized the following spells: *erase, feather fall, magic missile* (×2), *melt, push, bind, levitate, shatter, vocalize, zephyr, dispel magic, hold person, slow, fireball, water breathing, wind wall, fire shield, polymorph self* (×2), *shout, cloudkill, dismissal, sending, passwall, wall of iron, chain lightning,*

disintegrate, globe of invulnerablility, project image, delayed blast fireball, power word stun, teleport without error, vanish, maze, Otto's irresistible dance, polymorph any object, symbol, meteor swarm. Spells which cannot be used in certain areas of the complex are retained in case the complex must be abandoned.

Azurax is also carrying the following magical items on his person: *bracers of defense AC 2, ring of protection +2, ring of Boccob, boots of levitation, amulet of life protection, brooch of shielding, cubic gate, dust of appearance, pearl of power* (third-level spell), *robe of useful items, talisman of the sphere, rod of passage, gloves of missile snaring, pouch of accessibility, dagger +3.*

Azurax-5, simulacrum: AC 4; MV 12"; MU6; hp 27; #AT 1; Dmg by spell or weapon type; personal characteristics as per Azurax (see end of module); AL N. Azurax-5 is protected by a *stoneskin* spell (cast from a scroll) and has memorized the following: *grease, magic missile, read magic, taunt, vocalize, web, dispel magic, hold person.* Azurax-5 has the following items: *ring of mind shielding, staff of power* with 25 charges. Azurax-5 holds this *staff* to deceive the PCs. In battle, the real Azurax will recover it as soon as possible.

Azurax-2, simulacrum: AC 6; MV 12"; MU7; hp 31; #AT 1; Dmg by spell or weapon type; personal characteristics as per Azurax (see end of module); AL N. Azurax-2 has had *stoneskin* cast upon him and has *mirror image, polymorph self,* and *levitate* spells functioning. He has these spells memorized: *burning hands, erase, light, magic missile, vocalize, dispel magic, slow.*

Earth elemental: AC 2; MV 6"; HD 16; hp 96; #AT 1; Dmg 4-32; SA structural damage; SD +2 or better weapon to hit; AL N. The elemental merely fights until slain.

Lord Fell: AC −6; MV 12"; F18; hp 117; #AT 2 (5/2 with bastard swords due to specialization); Dmg by weapon type; S 18/63, I 15, W 16, D 17, C 18, Ch 15, Co 17; AL N. Protected by a *stoneskin* spell, Fell has just read a scroll of *protection from magical edged weapons.* Fell also possesses the following items: *full plate armor +4* (90 hp), *girdle of cloud giant strength, heavy crossbow of speed,* 10 *crossbow bolts +2, helm of protection from blindness and brightness* (cannot be blinded except by *darkness* spells and natural darkness), *ring of free action, ring of vampiric regeneration, boots of striding and springing, periapt of wound closure, necklace of adaptation,* and *amulet of the planes.* Lord Fell also possesses a very special sword:

Steelstorm (the Red Sword), *flaming bastard sword +5:* AL N; Int 17; Ego 15; speaks Common and alignment tongues; can *detect gems* (10' radius), *detect evil/good* (1" radius), *detect magic* (10' radius), and *heal* (once per day). If Steelstorm is drawn from its scabbard, its wielder is treated as if he were wearing a *ring of fire resistance.*

Fell-2, simulacrum: AC −3; MV 9"; F7; hp 70; #AT 3/2; Dmg by weapon type; personal characteristics as per Lord Fell, room 28; AL N. Fell-2 possesses *full plate armor +1,* a *bastard sword +3,* five *crossbow bolts +2, iron bands of Bilarro,* and a *ring of warmth.*

Fell-5, simulacrum: AC −2; MV 6"; F7; hp 70; #AT 3/2; Dmg by weapon type; personal characteristics as per Lord Fell, room 28; AL N. Fell-5 wears full plate armor and carries a *bastard sword +3,* five *crossbow bolts +2,* a *wand of wonder,* and a *ring of feather falling.*

Azurax utilizes the following battle tactics: Using Azurax-5 as a decoy, he attempts to cast a *meteor swarm* spell into the party. The Fells retreat out of spell range, firing crossbows. The earth elemental attacks; he is expendable, but the party might not expect its sacrifice. Azurax uses a *shape change* spell to good effect, changing into such creatures as a red dragon (if the party members are close together), an iron golem (if he is in melee with a magic-user), or a disenchanter (if he sees a powerful magical item).

If either he or Lord Fell are low on hit points, Azurax goes through the *phase door* just north of the throne and enters room 29. He grabs the *ring of multiple wishes* that is hidden there and uses it to neutralize a magical item or to restore a wounded member of his group (probably Lord Fell or himself) to full health. He will not attempt to affect the opposing party with *wishes* in ways other than those mentioned in room 11. If he were, for instance, to *wish* for all his enemies to be cast into the Astral plane, this might cause his entire complex to be shunted into that dimension. No one knows more about how fickle *wishes* can be than a master of such magic. Azurax is conservative with his use of this power.

If Azurax and Lord Fell are seriously pressed, they retreat, using their magical items, to escape to another plane where they regroup. Their future actions are detailed at the end of the adventure.

Should the PCs triumph, they are entitled to the spoils. This room's items are valuable. The nonmagical carpet is worth 10,000 gp. The five bronze gargoyles (also nonmagical) in the alcoves are worth 2,000 gp each. The jade throne is immense and is magical. Anyone who sits in it is immune to all first-level spells and cantrips so long as he remains seated. Once per week, the throne can *cure critical wounds* on one individual. The throne weighs 800 lbs. and is worth 60,000 gp.

29. Recovery Chamber (C, 8' ceiling). This small chamber is accessible to PCs only by a *passwall* or *phase door* spell; permanent *phase door* spells for Azurax and Lord Fell exist on two walls of this room, leading to rooms 28 and 30. The room also contains a secret panel hidden under a sliding floor stone. The panel can be opened only by placing the signet of one of Azurax's nonmagical rings into the proper depression in the stone (−5% to *find traps/open locks* chances).

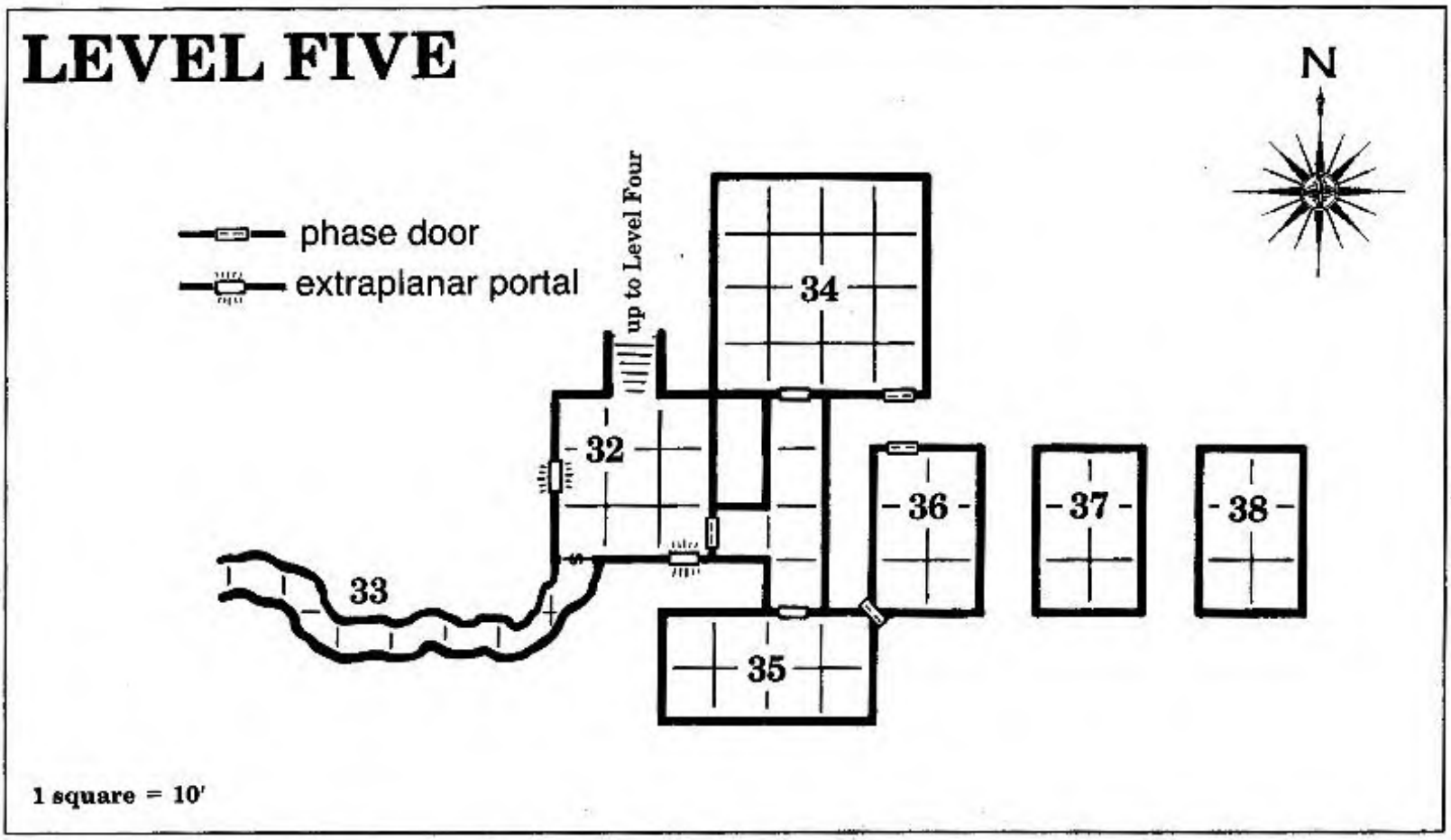
Beneath the panel is a *ring of multiple wishes.* It had seven wishes at the beginning of this adventure, but Azurax may have used it during the battle in room 11 or room 28, so its capacity may be reduced. Azurax also has secreted a scroll with two *teleport without error* spells and a potion of *extra-healing* beneath the stone.

30. Dummy Chamber (C, 7' ceiling). This chamber's sole purpose is to waste Azurax's enemies' *passwall* spells. Two permanent *phase doors* exist here, linking this room to rooms 29 and 31 for the use of Azurax and Lord Fell.

31. Stairway (C, 7' ceiling). This unguarded stairway descends 300' into the fifth level of the complex. A *phase door* links this room with room 30.

Level Five

32. Portal Chamber (light from portals, 12' ceiling). This chamber has a stone floor covered with painted tiles, some stained with animal blood. On the ceiling is a savage-looking fresco depict-



ing a wild animal hunt. Two of the walls contain swirling portals similar to those on Level Three. The western portal shows swirling green mists. Beyond this portal, a forest can barely be discerned. The south portal is yellow, like the swirling of sand. Beyond that portal is a desert.

The south wall also contains a secret door that opens onto a long passage descending into the heart of the mountain (area 33). A *phase door* in this room's 2'-thick east wall leads farther into this level of the complex.

The western portal leads to an alternate Prime Material plane, where the simulacra of Fell (and sometimes Lord Fell himself) hunt to provide food for the inhabitants of the complex. This is normally a one-way portal (those who venture in cannot return), but Azurax alone can reopen it with a magic word from either side of the portal. When a Fell goes hunting, Azurax arranges to reopen the portal at a specified time. This area may open into another DM's AD&D game campaign, if desired.

The southern portal leads into a desert world (an alternate Prime Material plane) ruled by a gynosphinx more powerful than others of her kind:

Kheotra, gynosphinx pharoah: AC −3; MV 18"/30"; HD 13; hp 104; #AT 2; Dmg 2-12/2-12; SA *plane shift* (1-4 individuals to a random plane if they fail to answer a riddle, once per riddle), *dispel magic* at will, use any *symbol* twice per week, plus normal gynosphinx powers; AL N. Kheotra has intelligence and wisdom scores of 22. She also has the spell-casting powers of a 16th-level magic-user, a 14th-level cleric, and a 14th-level illusionist (spell choice is left to the DM). She is crafty beyond imagining, but bored as well. She might be inclined to assist adventurers if they answer a ("simple") riddle, which she gives only once: "I can be bent or ignored, halved or denied, and yet I remain the same. Some seek me, some avoid me, none escape me. What am I?" The correct answer is "Truth."

Azurax used to gain Kheotra's assistance and advice on various matters, but he came to dislike her "mind games" and has not visited this world for some years. Kheotra found Azurax interesting but no fun.

33. Mountain Passageway (no illumination, ceiling height varies from 5' to 12'). This rough-hewn stone passage twists and turns for miles into the heart of the mountain. It doesn't lead anywhere, nor does it connect with the outside world, although for spell purposes it should be treated as being outside Azurax's complex. There is a 1% (cumulative) chance per hour that the passageway will cave in while the PCs are inside it (see the *DSG,* pages 38-40). If the secret door is closed behind them, the PCs cannot return to the complex without a *knock, passwall,* or similar spell.

34. Spell Research Chamber (C, 13' ceiling). The door to this room is *wizard locked* (21st level). This is a very lived-in room, with sheets of paper scattered about on the floor, on the room's three writing tables, on chairs, and within unbound books. The east, west, and north walls are lined with shelves containing bound books necessary for spell research, with titles like *Metamagic and the Direct Interaction With Dweomers by Transmaterial Natives* (a study of those demonic powers that require no spell-casting) and *Manipulat-*

ing Mega-Dweomers and Planar Energies — Cataclysms for Fun and Profit. Unfortunately, this is all very dry and dull reading, dealing with the philosophy of magic to a depth that an adventuring mage would be unlikely to understand. Magic such as this takes decades of careful study to understand and is, like much of philosophy, of little immediate and practical benefit.

Of more practical use are some reference works: a *manual of golems* and a book that describes the process of transformation into a lich or shade, as well as references on many of the outer and inner planes. There is also a *protection from magic* scroll and two spell scrolls (DM should roll for each spell scroll separately). In addition, adventurers can find Azurax's autobiography, detailing his life as an adventurer, his comrades, his gradual disillusionment with the life of an adventurer, and his desire for immortality (in a mere 12 volumes). Reading any one volume takes 1-4 days. The final volume describes his personal philosophy and details an increasing dislike for the rest of humanity, which Azurax views as arrogant, self-righteous, hypocritical, and stupid. Azurax has not written an entry in this book for nearly 40 years.

On the table are 80 sheets of vellum of the highest quality and a quart of squid sepia ink, suitable for preparing scrolls. Also sitting on the table, under a demon's skull, are several potions that radiate strong magic. These are the completed *pigments of longevity* (see "New Magical Items") which Azurax has just finished making. The arrival of the PCs has delayed their use. Azurax began making them several months ago, causing the cataclysms that afflicted the area (and have now ended). If swallowed, the *pigments* slay the drinker without a saving throw, and the drinker cannot be returned to life by any means.

Hidden in a secret compartment under one of the writing tables is a scroll inscribed with two fifth-level spells, two eighth-level spells (roll randomly for each), a *phase door* spell, and a *teleport without error* spell. Also in the library is one of *Boccob's blessed books,* containing important spells memorized by Azurax (DM's choice), and eight standard spell books containing many of the spells known by Azurax. Other spells are kept in spell books at Azurax's astral fortress. (The DM should omit any spells he does not wish the PCs to learn.)

There are also three chests, all of them *wizard locked* (21st level). Opening these chests by any means other than magic activates needle traps that contain a poison that permanently drains one point of dexterity (save vs. poison, *neutralize poison* within one turn, and the chance to *find/remove traps* are applicable).

Inside the first chest are 1,200 sp in six bags, sorted into the currencies of various nations on different Prime Material planes; 1,800 gp in nine bags, again sorted by national origin; and 17 platinum ingots, each worth 500 gp.

The second chest contains a large tome wrapped in leather, a bestiary describing monsters of various planes with elaborate illustrations (value 5,000 gp to a book dealer). Packed around the book are 20 gold ingots worth 50 gp each, another 10 platinum ingots, and a scroll bearing the forged imperial seal of a distant Oriental land. This scroll purports to give the bearer sweeping powers, but if the PCs venture to that country, they discover that the emperor died two centuries ago and the scroll is worthless.

The final chest holds 18 platinum ingots identical to those listed previously and a magnificent gold case (1,500 gp) containing 15 blue sapphires (2,000 gp each) and 12 rubies (3,000 gp each). The gold case lies on top of a huge diamond wrapped in satin. The diamond is worth 35,000 gp but it is cursed. If a PC's bare hand touches this diamond, his most powerful magical item (not an artifact or relic) is permanently drained of magical powers.

Another *phase door,* leading to room 36, is against the south wall of this room.

35. Alchemy Chamber (C, 13' ceiling). This door is *wizard locked* (21st-level). The room beyond is more neatly organized than the spell research chamber. The lack of dust indicates that this room has recently been tidied. There are three long shelves filled with spell components along the west side of the room, a cauldron in the middle of the floor, and a cot in the southeast corner beside which sits a huge tome entitled *Better Potions and Guardians: Recipes for a Lifetime (Or Longer).*

While the exact spell components found here should vary according to the monster population in the DM's campaign, here are some of the rarer substances: 12 phoenix feathers, two phoenix talons, eight ounces of fire giant sweat, two basilisk eyes, six ounces of troll blood, six beholder eyestalks, eight minotaur horns, three pints of gold dragon blood, one intellect devourer's brain, four ounces of vampire ichor, 12 modron teeth, two unicorn horns, one ki-rin horn, 10 ounces of daemon ichor, one boalisk tail, and one harpy's throat (with vocal chords), as well as less esoteric items like powdered newts, toad warts, belladonna, spider webs, etc. There are also eight potions (roll randomly).

The cot is for a hired alchemist, but none is employed currently. A *wish* spell prevents noxious gases from forming in this room. As a result, neither *stinking cloud* nor *cloudkill* spells work in this chamber.

The northeast corner of this room radiates magic over an area roughly the size of a door (another of Azurax's permanent *phase doors*; this one leads to room 36).

36. False Portrait Room (illuminated by *prismatic sphere,* 10' ceiling). This stone chamber, built to be self-contained, features empty walls and a portrait of Azurax surrounded by a permanent *prismatic sphere* in the center of the room. The golem guardian present immediately attacks anyone who opens a way into this room.

Stone golem: AC 5; MV 6"; hp 60; #AT 1; Dmg 3-24; SA *slow* spell; SD +2 or better weapon to hit, many spell immunities; AL N.

This portrait is not Azurax's *portrait of longevity* but a decoy, meant to deflect the attention of those hunting for the true *portrait.* If this portrait is destroyed, a bloodcurdling scream of "NOOOOOO!!!" shakes everyone in the room, slowly fading to a piteous whimper. This is an audible illusion generated by a *limited wish* spell. Otherwise, the portrait is identical to the many portraits of Azurax in the complex (see room 1 for details).

On the rare occasions that Azurax needs to visit room 38, he uses a (non-permanent) *phase door* spell to pass through the two intervening walls, and *wish* spells to contain the acid in room 37 and to avoid its effects.

37. Acid Chamber (no illumination, 8' ceiling). This chamber is filled with a very powerful acid in gaseous state. This acid is not affected by *slow poison* or *neutralize poison* spells, nor by spell effects that protect PCs from poisons. When the walls of this room are breached, the gas expands to engulf the area, causing all within 50' to take 6-36 hp damage each round (save vs. death magic for half damage) and automatically *blinding* everyone within the area of effect (no saving throw) unless protected by a *necklace of adaptation*. A *wind wall* or *gust of wind* spell prevents this cloud from expanding.

38. True Portrait Gallery (illuminated by prismatic sphere, 10' ceiling). This stone chamber, built to be self-contained, features an easel holding a portrait of Azurax surrounded by a permanent *prismatic sphere*. This chamber appears identical to the false portrait room (room 36) except that no stone golem is present and the floor is inlaid in a checkerboard pattern.

This is the true *portrait of longevity*. It radiates a strong evil and depicts a vision of Azurax that is subtly malevolent, more evil than the actual person. The portrait has already been corrupted, and its corruption is affecting the mage. Azurax detects this evil but refuses to accept it. He denies that any external force can affect his soul in ways that he cannot control.

The checkerboard pattern on the floor radiates a powerful magic, but it is really *Nystul's magic aura*. If the *prismatic sphere* is destroyed, the painting *teleports without error* to Azurax's astral stronghold after one round unless the portrait is removed from its easel. If the portrait is destroyed, its destroyer must save vs. death magic or die (as Azurax has *wished*). Even if the destroyer makes his saving throw (or is *raised* from the dead), he loses one life level.

Concluding the Adventure

If Azurax is persuaded to abandon his scheme for obtaining immortality, the PCs should divide experience points equal to twice those they would have received for killing Azurax (who is worth 14,254 xp). This is to compensate the PCs for the treasures they otherwise would have received. If a PC magic-user gets on favorable terms with Azurax, he may make a valuable ally.

But Azurax can also be a nasty enemy. If forced to leave his complex, he immediately plans his revenge. He begins by gathering information on all party members, then allies himself with the party's enemies in an effort to destroy the PCs. Azurax also enlists the services of his allies and acquaintances, the Slaad Master Zgotar and Yoth-za, Grand Knight of the githyanki, as well as Lord Fell (if he survives). Even slaying Azurax will not stop him. A 10th-level magic-user simulacrum in Azurax's astral stronghold will use a number of scrolls with *clone* spells and suitable components to re-create Azurax (though he will no longer possess his *permanencies*), and the new Azurax will seek revenge in a manner like that described previously.

Lord Fell, should he survive, honorably tries to defeat any high-level fighters who gave him a rough time. He directly challenges fighters he thinks he can trust to fight fairly, enters tournaments in which PCs are competing, etc. If called upon by Azurax to aid him in seeking revenge on the PCs, Fell feels honor-bound to agree.

If PCs end up stranded on planes that the DM is not prepared to play, the DM should switch the location to a more familiar adventuring setting. In this way, the DM can quickly and easily lead characters on new adventures.

New Magical Items

Portrait of Longevity

This powerful but perilous magical item extends the life-span of the person whose features are portrayed on its canvas. The canvas must be subjected to *enchant an item, polymorph any object, trap the soul,* and *wish* spells as a diamond of at least 50,000 gp value is crushed and sprinkled on its surface. The *portrait* must be painted by a living master painter, using *pigments of longevity* (see below). As the last brushstroke is applied, the portrait must be dried using another *wish*. Then, 1d100 is rolled:

01-20: Subject's body shrivels, and his soul is trapped for eternity in the portrait.
21-35: No effect; subject ages normally. Portrait may not be retouched.
36-60: Subject's life-span is doubled.
61-80: Subject's life-span is tripled.
81-95: Subject's life-span is quadrupled.
96-99: Subject's life-span is quintupled.
00: Subject's aging capacity ceases. Immortality is achieved!

Only one *portrait of longevity* may be made of a person in his lifetime, but a *portrait* may be periodically retouched with *pigments of longevity*. Each time a portrait is retouched, the table above must be consulted to determine the potency of the restoration. Thus, a subject may be trapped forever or gain immortality the second time around, and he must decide if the gamble is worthwhile. Even *wishes* cannot alter a roll on this table.

The formula for a *portrait of longevity* is inherently evil. There is a 1% cumulative chance per decade that an alignment shift toward chaotic evil (lawful to neutral to chaotic; good to neutral to evil; one axis at a time) will affect the figure depicted by a *portrait of longevity*.

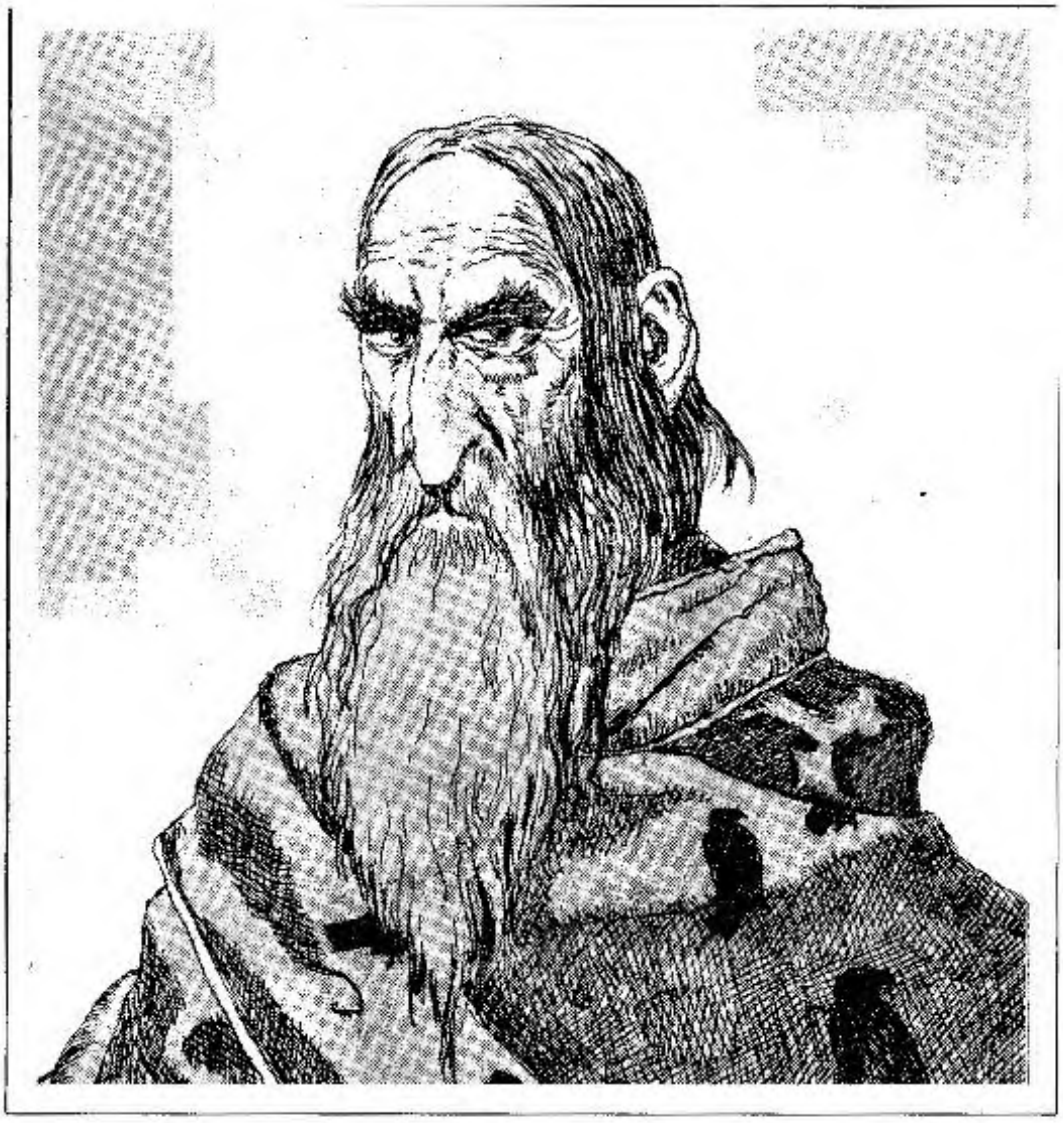
If the *portrait* is destroyed, the following table should be consulted:

01-20: Subject turns to dust, forever dead.
21-65: Subject reverts to true age. If that age is greater than venerable, the subject dies.
66-99: The subject must make a *system shock survival* roll or revert to true age (as above); if the roll is successful, the subject ages normally from his apparent age.
00: Subject's aging capacity is destroyed with the portrait. Immortality is achieved!

Portraits of longevity are extremely rare. The only known location of the formula for creating them is the *Astral Tome of Ildranadum*, an artifact last known to exist in the astral stronghold of the Arch-Mage Azurax.

Pigments of Longevity

The pigments necessary to paint a *portrait of longevity* are created from the blood of the subject to be painted, many hard-to-acquire materials, and a *wish* spell, which gathers the necessary life force from the surrounding lands (often causing plagues and other natural disasters). The *pigments* may be altered to paint other subjects by use of *limited wish* and *alter reality* spells, applied together with the blood and sweat of the new subject. Therefore, a set of *pigments of longevity* might be sold for 25,000 gp — if a buyer with a properly prepared canvas can be found.



Azurax Silverhawk
21st-level magic-user

ARMOR CLASS: *−4*
MOVE: *12"*
HIT POINTS: *63*
NUMBER OF ATTACKS: *1*
DAMAGE/ATTACK: *By spell or weapon type (+1 bonus for strength)*
SPECIAL ATTACKS: *Major spell use, magical items, curses*
SPECIAL DEFENSES: *Curses, permanent powers, godlike intelligence and wisdom*
MAGIC RESISTANCE: *70%*
SIZE: *M (6' tall)*
ALIGNMENT: *Chaotic neutral (tending toward evil through influence of* portrait of longevity)
PSIONIC ABILITY: *Nil*

S	I	W	D	C	Ch	Co
16	22	21	18	16	15	8

Azurax Silverhawk is an ancient wizard who lives at Mount Thalask, and has extended his life through the use of a *portrait of longevity.* His home is a power point that extends into several planes, from which he draws power as he uses powerful magic to prepare himself for immortality and (hopefully) godhood.

Azurax, by the use of *permanency* spells, has given himself the following special abilities, usable at will: *comprehend languages, detect evil, detect good, detect invisibility, detect magic, infravision, protection from evil, protection from normal missiles, read magic, tongues.* Due to his high intelligence, he is immune to all illusion/phantasm spells of first through fourth level. His high wisdom makes him immune to the following spells and effects: *beguiling, cause fear, charm person, command, domination, fear, forget, friends, hold person, hypnotism, ray of enfeeblement, scare.*

Azurax used *wishes* to give himself superior protection in battle. Anyone who successfully strikes him loses one point from both "to hit" rolls and saving throws vs. spells. This effect is cumulative; if Azurax is struck four times in battle, his attacker will be −4 "to hit" and saves vs. spells at −4. A *remove curse* spell removes these penalties.

Anyone within 60' who disrupts Azurax's spell-casting takes 2-16 hp of electrical damage (save vs. spells for half damage). If Azurax is slain, the last person whose action caused his death loses two life levels, no saving throw. These levels may be restored only by a *restoration* spell or a *wish.* Anyone (except Azurax's own clone) who takes Azurax's magical items after his death is *cursed* to have his intelligence reduced to 3 (which a *wish* can reverse).

Azurax is extremely arrogant (as only a proud Arch-Mage can be) and paranoid in his dealings with others. While he could not be called a nice person, he is not particularly cruel, although he is highly vengeful and merciless to those who have wronged him. Azurax is scornful of the laws of men, viewing most of humanity as weak and foolish, and refuses to be "bound by the shackles of lesser beings," as he is fond of saying. He dislikes violence but always prepares himself for that possibility. Azurax does not think of himself as evil, but there are few things he wouldn't do to attain his ultimate goal of immortality. To him, the ends justify the means, and good and evil are terms used by the self-righteous to justify their actions.

Azurax appears to be a middle-aged wizard with long red-brown hair, graying moustache and beard, and wide, piercing brown eyes. He typically wears dark robes decorated with the insignia of a silver hawk. Ω

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